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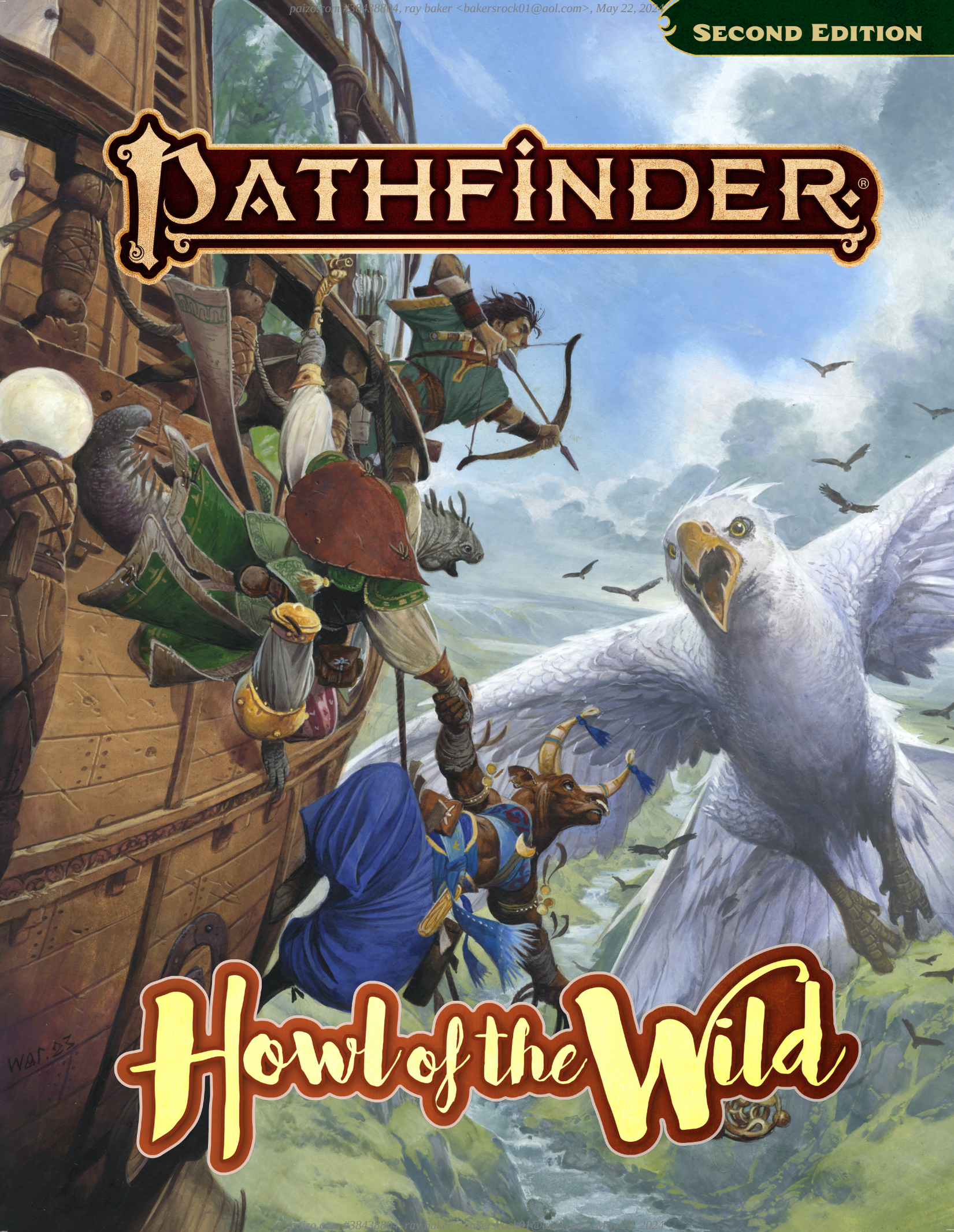

Howl of the Wild

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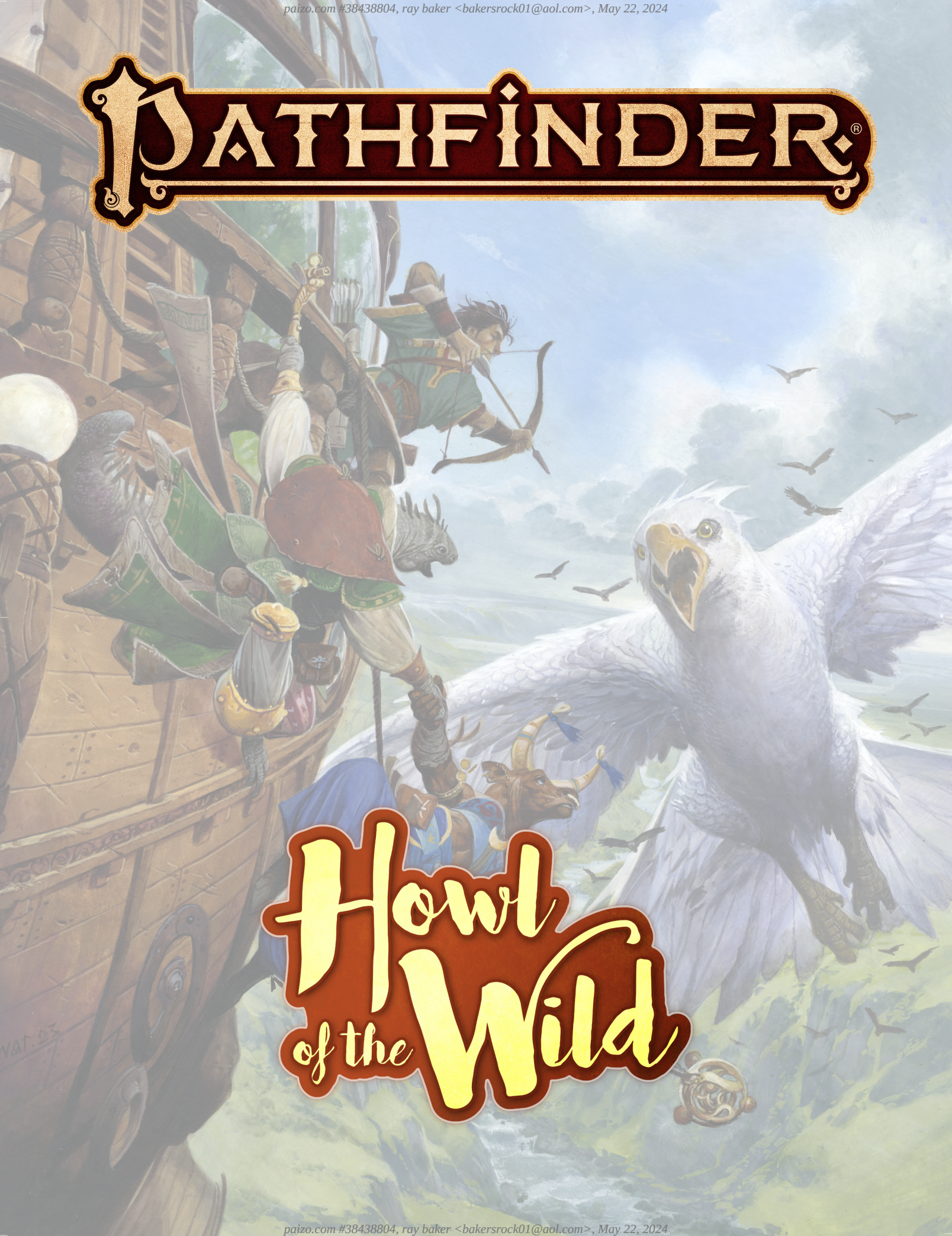

Howl of the Wild

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My Quest for the Wardens

Foreword

When Almas University Press approached me to publish the tale of the expedition that fills these pages, the tale of the Wardens of the Wild, I was honored, of course. The journey I and my companions undertook was wondrous beyond even my most hopeful boyhood imaginings. Yet I felt hesitant as well; it feels wrong to profit from or risk sensationalizing what we were so fortunate to behold. In the midst of this dilemma, I sought advice from the expedition crew that had become my new family. In return, they simply asked what a story such as this—a true story!—would have meant to me as a child.

Thus, all proceeds from this book will go to the Droon Youth Conservation Foundation. To the following, I am forever grateful: Grandmother, who told me the tale of the wardens as a boy; Professor Niyena Mogodi, for her perennial belief in me; our ship the *Zoetrope* and my delightful crew; and to you, dear readers, who share my reverence for the natural world. May your curiosity lead you to wondrous journeys of your own.

— *Baranthet Zamendi, naturalist*

Beginnings

The Wardens of the Wild appear in the legends of several disparate cultures; it was this fact that first lent credibility to my youthful conviction that the myths were rooted in truth, part of the world's lost knowledge. In my grandmother's version of the tale, four titanic beasts stewarded the four biomes of Golarion—land, sea, sky, and underground—defending their regions and the animals who dwelled within them. When the time came, each passed their mantle of stewardship to a new generation through a ceremony called the Migration, with animals from all over the world meeting to select their new leaders. I was instantly captivated.

It may surprise readers to learn that in my youth, I was never the adventurous sort. Explorers, I reasoned, were bold and unafraid; they brazenly defied danger and continuously pursued one quest or another. By contrast, I erred on the side of caution and was never the strongest or fastest among my peers. Scholarship suited me: I could read for hours of far-off lands and listen, enraptured, to tales of the world's mysteries, all without sacrificing the comfort and safety of home. In my heart, however, I yearned to see those wonders for myself.

I always had a reason why I could not embark on such journeys—my health, my studies, my obligations to my community—but the truth was that the vastness of the world overwhelmed me, and I lacked the courage to take the leap. I told myself that my dreams were impractical and devoted my efforts to accumulating knowledge at the library I would later head for 40 years. In all my years, my only practical experience came from a brief stint at Almas University, which I attended until I could no longer justify the funds (two years were costly enough) and returned home. As the seasons passed, my community flourished and I built a comfortable, quiet life. I continued to collect local specimens, tend my pollinator garden, and sketch wildlife in the margins of library ledgers. I became one of the elders telling the stories of the wardens, my belief in them far stronger than my belief in myself.

It was only when an unexpected letter arrived that I began to question my path. Professor Mogodi, my advisor at Almas and one of the few who believed in my research into the wardens, wrote to inform me that not only had she submitted my work for a travel grant, but that her—my—proposal had been accepted! After some brief incredulity, for the first time in my life, I did not hesitate: I replied immediately, promoted my assistant, and packed my things. Dear reader, it was finally time for an adventure.



BARANTHET

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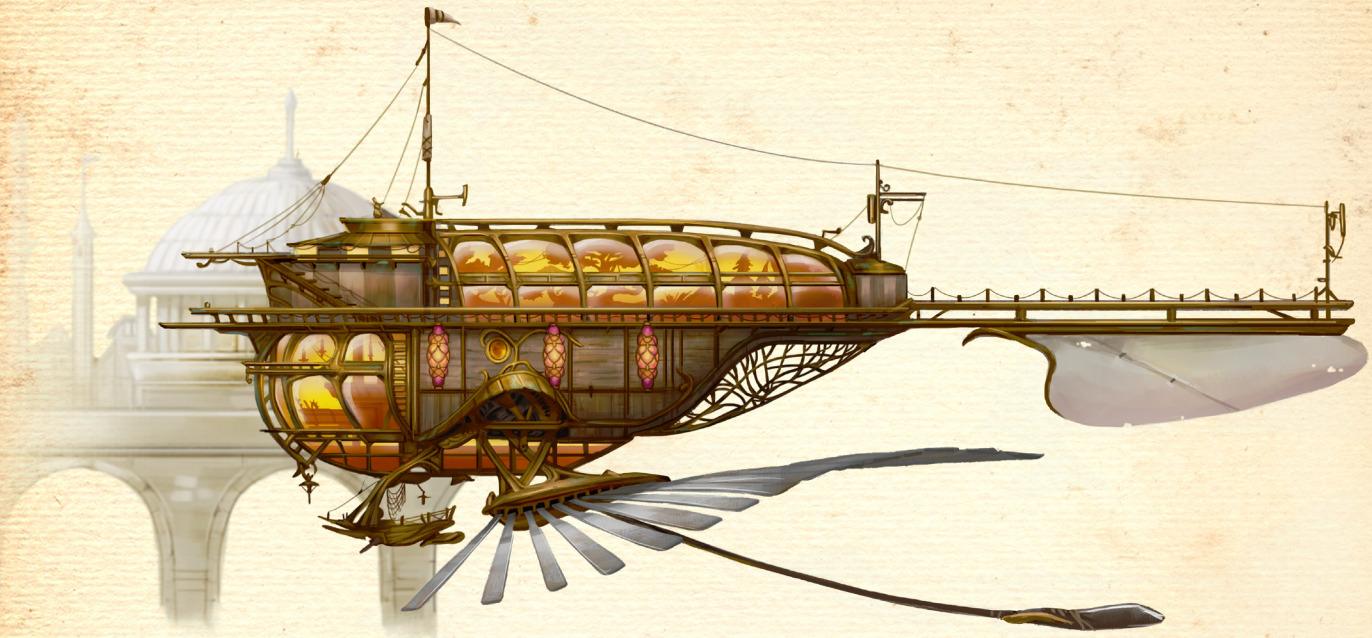

The Zoetrope and its Crew

I had waited my entire life for this moment. As I approached the airship that was commissioned just for me and my crew, I thought back to all the hours I had dreamed—no, *longed*—for adventure; they must have equaled my waking hours. *Is this real?* I pinched myself and was surprised by the giddy chortle that emerged from within me. This was very real indeed. Dear reader, if you have ever, after wishing for something your entire life, finally received it, you understand the unconstrained joy that permeated through me, igniting my every nerve and setting my heart aflutter.

The ship was exquisitely beautiful, almost regal. It was as if nature had crafted it from the most secret parts of the world. I remarked, looking down at its schematics in my hands, how much more fulfilling it was to finally behold the vessel in front of me. Even my last-minute request had been included: along the rail that ringed the hull were carved images of a singular dragonfly with its wings at various positions. The etchings, if perceived while the ship flew past, would simulate the flight of the creature.

Every detail delighted. As I approached the bow, I was struck by the artistry of the brass plating. I knew it would arch back as a latticed safeguard around the glass of the forward bridge, as the schematics implied, but the richly colored metal also extended back toward the rest of the ship in intricate, delicate tendrils. As I strolled toward the gangway, I noted the porthole windows covered with glass that I had insisted upon making larger than standard. In fact, I made sure glass comprised as much of the airship as was feasible; I knew that, while traveling by air, we would be getting a great deal of sunlight, and did not want any part of the ship swathed in darkness, as that would not bode well for crew morale. Everyone could do with a good sunning!

Each part of the design was meticulously executed by the architects and artists. I could not have been more grateful for their collaboration. This ship was to be our home for who knew how long, and even before coming aboard, it already felt like a part of my soul had been brought into existence. I do not know if I stood there gazing for three minutes or thirty, but when I finally decided to board, I realized my cheeks were wet.

I strode onto the gangway and began the short trek upward, the world around me becoming a blur. My focus was only on the airship; its oscillating wings refracted the midday sun, casting rainbow patterns along the wooden hull. I put my hand forward to steady myself as I prepared for the small jump onto the deck and found the wood and brass warm under my touch. I took a moment to breathe deep, smiling, and stepped off the gangway and onto the deck of the *Zoetrope* for the first time.

It was just as I had hoped it would be. The portside and starboard railings around the top deck doubled as flower boxes: the double-paneled walls had space in between to hold soil. Two external staircases led down to the thin main deck around the body of the ship,

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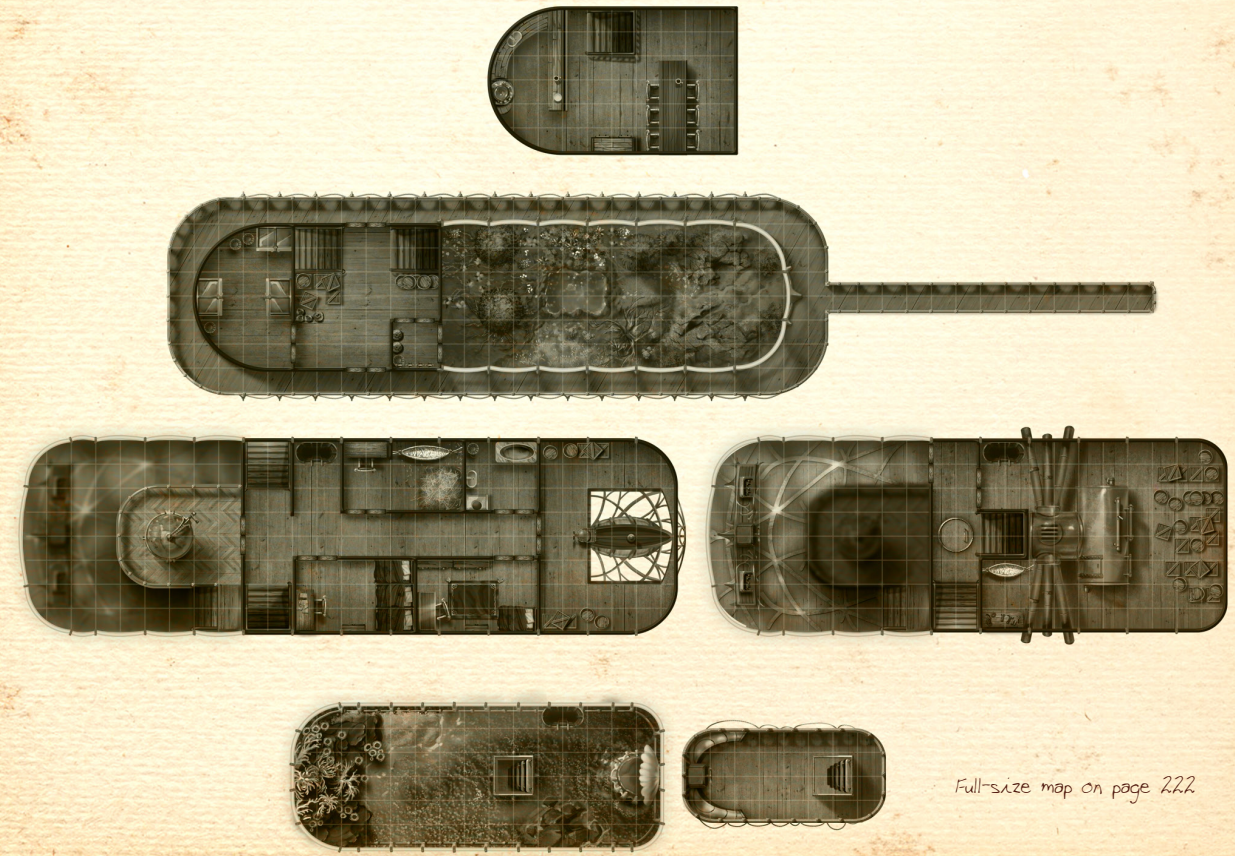
which would provide easy vantage for our scout and a wonderful observation platform for the glass-enclosed specimen sanctuary that stretched most of the length of the ship. Looking through the panes, I could see the invitingly spacious menagerie where we would house the new species of plants, small creatures, and insects that we discovered during our journeys. Near the stern were two metal contraptions that I later learned were for collecting rainwater, and beyond those lay the thin, elegant rail that formed the primary support for the *Zoetrope*'s long, stabilizing back fin. Just below, I could see the edges of the intricately wrought cage enclosing the bay for our shuttle (replete with foldaway wings and a buoyant underbelly!) that would bring us down from ship to shore and back again. I didn't linger long, however, eager to take a tour of the ship's interior.

Though the deck had been delightfully warm and sunny, the galley kitchen and dining area were, to my great appreciation, almost as bright, thanks to the band of windows around three of its walls and a glass viewport into the sanctuary. Pipes flowed down from the flowerbeds and elsewhere to be purified for drinking and bathing. I am still unsure how it all worked, but it was fascinating, to say the least, and helped me quickly realize that the additional tweaks made by our mechanic far surpassed the systems suggested by the university's top engineers.

Having reached the bottom of the ship (save for the external bridge beneath, grappling us to the dock), I was stunned by the vast open view near the navigator's pool and the intricacies of the engine room. At first glance, there was much I didn't understand. However, I could clearly see the reservoir for our water purifier and the many levers that would control the *Zoetrope*'s articulating wings for nautical or aerial travel.

At last, I turned to my own cabin. The door had an arched frame and a round window: an homage to the front door of my grandmother's home. The room beyond was sparsely furnished: a bed, an armoire, a wooden chair, a desk. I would spend the entirety of our travels filling the walls with maps, sketches, and trinkets too precious to leave behind. Like with the rest of the quarters, my cabin had its own porthole so that, after a full day of adventures, I might lay in my bed and count the stars until I fell asleep.

After that, all that remained were the crew quarters: the cabins at the very heart of the *Zoetrope*. I kept my time there short, however; I wanted to afford my crew their privacy (and everyone was quite busy loading their supplies and belongings through the hall). In fact, dear reader, it occurs to me I've rather put the ship before the crew—for all that this journey was the culmination of my research, it is as much Charikleia, Grefu, Dr. Pom, Lythea, Telero, and Ten's story as it is my own, and our expedition would not have been possible (or anywhere near as pleasant) if I had not been able to bring them aboard. I shall introduce you to them properly in the following pages!



Full-size map on page 222

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NEW ANCESTRIES

Howl of the Wild introduces six new playable ancestries for characters who take inspiration from nature.

Athamaru (Uncommon)

Athamarus are fish-like humanoids who form tight-knit communities underseas, with villages of siblings led by a common matriarch. Athamarus engage in subsistence farming of seaweed, train eels to serve as mounts, and create elaborate works of coral art.

Awakened Animal (Rare)

Awakened animals were once normal creatures before they obtained sapience that gave them one paw in nature and the other in the world of cities and society. Almost any animal can be awakened, allowing for a wide variety of characters.

Centaur (Uncommon)

Centaurs are half-human, half-horse nomads who range wild and free across their ancestral lands. They're survivalists with a long history of teaching and instruction who stand firm in the face of danger using their skill at archery, herbalism, and magic.

Merfolk (Uncommon)

Merfolk are a half-human, half-fish aquatic people who live in every ocean and sea of Golarion. Merfolk use magic as other peoples might use common tools, especially to control water, create omens, and in their beguiling songs.

Minotaur (Uncommon)

Minotaurs are horned, bovine humanoids who originate from an ancient divine curse. Minotaurs are large, strong, and masters of crafts and puzzles, inclinations that lead many minotaurs to explore architecture and stonework. Minotaurs are most at home in labyrinths, whether natural, artificial, or psychological.

Surki (Rare)

Surkis are only now emerging from the subterranean Darklands in a generational dig to the surface. This insectile and highly metamorphic species subsists on the latent magic in the world around them. Once they have refined enough, surkis are capable of developing unique adaptations that allow them to project magic in diverse ways, from digging claws to energized wings.

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Special Rules

Some of the new ancestries presented in this book require unique rules to fully represent their capabilities. Most of these rules are described in the applicable ancestry sections, but are also collected here for reference.

Large PCs

Most centaurs and minotaurs, as well as some athamarus and awakened animals, can be Large. Large PCs generally can adventure most places that Medium PCs can, but we've included some reminder text covering important information for playing or GMing for Large characters.

Large PCs occupy a space that is 2 squares long by 2 squares wide by 2 squares high. This means that they can, for example, Strike a creature that is flying 10 feet above the ground (or 15 feet above the ground when using a reach weapon). However, Large PCs do not automatically gain additional reach, though some Large ancestries (such as minotaurs) have ancestry feats that grant them additional reach. A Large PC is also big enough that they provide standard cover instead of lesser cover to Small or smaller creatures.

When moving through an area that is only 5 feet wide, a Large PC can move through the space but treats each square as difficult terrain. Moving through a narrower space that does not obstruct Small creatures requires Large PCs to Squeeze (*Pathfinder Player Core* 233). This is typically relevant only in encounter mode; when shopping in town, a centaur can typically enter a building intended for Medium-sized creatures even if it takes them a little more time to duck through the doorway. When a Large PC moves through hazardous terrain or a similar obstacle that causes damage based on the number of squares the PC moves through, they take damage only once for each 5 feet of movement—a minotaur shouldn't take four times as much damage for crossing a burning field as a human!

Large PCs should generally be able to acquire equipment sized for them without having to pay a cost increase; these characters come from cultures that regularly craft appropriately sized gear for them to use.

Tiny PCs

Some awakened animals, like an awakened mouse, can be Tiny.

A Tiny PC can enter another creature's space, which is important because their melee Strikes typically have no reach, meaning the PC must enter a creature's space to attack it. Like other Tiny creatures, the PC doesn't automatically receive lesser cover from being in a larger creature's space, but circumstances might allow them to Take Cover. They can purchase weapons, armor, and other items for their size with the same statistics as normal gear, except that melee weapons have a reach of 0 for them (or a reach 5 feet shorter than normal if they have the reach trait). Remember to adjust the Bulk of items and the PC's Bulk limit for Tiny size (*Player Core* 270).

Riding PCs

A PC can ride on another PC as long as the second PC is at least two size categories larger than them; this might be a Tiny awakened ferret riding in their elf teammate's backpack, or a halfling on a minotaur's shoulder. However, this requires a tremendous amount of coordination to ensure the smaller PC doesn't get in the way, or that the two PCs don't jostle each other into losing actions. As a result, for most parties, this tactic is less favorable than the smaller PC just using their own mount. If a PC who is at least two sizes smaller rides along with another PC or similar non-minion intelligent creature, roll both their initiatives and use the lower of the two results. The two PCs act in either order on the same initiative count. While traveling in this way, the PCs each gain two actions at the start of their turns, instead of three, since the larger PC spends one action keeping the smaller one balanced on their back, and the smaller PC spends one action maintaining their grip.

Some ancestries specialize in being able to carry smaller riders or have feats to enable this, such as centaurs.

Aquatic PCs

Athamarus, merfolk, and some awakened animals can be amphibious or aquatic. If your players are interested in playing an aquatic character in a primarily terrestrial campaign, consider starting them off with assistive devices such as the atmospheric breathing suit, pelagic helmet, or supramarine chair from pages 112–113 at no additional cost. For a less technological option, you might consider granting a PC feats such as Land Legs or Shore Gift as a bonus feat at level 1, possibly adding certain narrative limitations like "the merfolk PC gains Shore Gift as a bonus feat, but loses its benefits when the moon is full" if they suit your story.

Flying PCs

Certain ancestries, such as awakened birds or some surkis, have wings. The presented ancestry rules intend to provide a good combination of story and game balance for most groups. However, some players might have character concepts that don't fit this assumption and might wish to have unbound flight from initial character creation. At the GM's discretion, the GM can grant these PCs a 15-foot fly Speed, replacing any other abilities that involve flying, such as the Take Flight awakened animal feat. However, GMs who allow this option should be aware that a PC who can constantly fly can trivialize many common low- and mid-level challenges, or might consistently outshine or leave other characters behind. The GM should consider this option carefully before allowing it and adjust the game accordingly; for instance, ensuring that some enemies in each encounter have ranged options so they aren't left unable to respond to a PC raining spells or arrows from the safety of the sky.

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Charikleia

The Scribe

Every journey of discovery needs a scribe, one who not only serves as a careful chronicler of research, but brings it to life on the page. After all, if an account puts the reader to sleep, it's of no use in furthering knowledge or inspiring future scholars. Fortunately for my expedition, I found a kindred spirit in Charikleia, a minotaur woman from the Isle of Kortos.

I first met Charikleia several years ago when she visited my library and immediately noticed several diagrams I'd been working on regarding manticore anatomy. Droon's outskirts had been plagued by attacks from a particularly vicious mated pair and I was hoping my studies might aid our dinosaur riders in driving the creatures off. When she spotted my notes, her initial shyness evaporated, and she eagerly shared her own findings on the subject. Her insights were fascinating, informed by practical experiences which I confess I rather envied at the time, and I was instantly impressed by her keen mind and kind heart. Though she left the city several days later, we stayed in contact. When I decided to embark on this journey, I knew her pen and insights would be invaluable on my crew, and I was delighted when she accepted my offer.

Chari isn't one to talk about herself a great deal, but what she's told me of her life is just as fascinating as our planned adventures. She was born in the region known as Grandfather's Arms, between two volcanic ridges on the slope of the Weeping Grandfather volcano. Her people, the Earthsong minotaurs, reside in a quiet farming community led by a hereditary line of stone sorcerers. Chari took to the study of the natural world from a young age, wandering off into the wilds when she wasn't occupied around the farm. She longed to see more of the world, however, and when she came of age, she bid a fond farewell to her fathers and three siblings.

From Absalom and Osirion, her wanderlust soon encouraged her further south into the jungles of the Mwangi Expanse and eventually Droon. In the years since we met, her travels looped back northward around Garund's coastline, and my invitation reached her in Vidrian, where she'd been providing some of her knowledge on animal husbandry to the freedom fighters during that country's revolution.

Throughout her travels, one constant in Chari's life has remained: a recurring dream of flying through a storm, surrounded by birds. She's always felt this dream was calling her toward something, but never knew what. After learning the objective of my journey, she felt a strong sense of familiarity. Though she's unsure what the dream portends, she believes it may have some connection with the Warden of Peaks and Sky. If this is true, perhaps there was a thread of fate in our meeting!



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Grefu
The Cook

Grefu never set out to save me from a giant squid, nor had he ever dreamed of joining the crew of a ship like the *Zoetrope*. When I met him, the only thing Grefu loved more than hunting beasts of the sea was cooking them. He'd been hunting for his community when he saw that his quarry was shadowing an old iruxi studying the coral so intently that he (that is to say, I) hadn't noticed it. Grefu leapt between me and the sea beast, quickly dispatching it with a spear.

It was not this brave act that inspired me to offer Grefu a spot on the crew, however. That came after when, while making camp for the night along the rocky coast of the Xidao Gulf, Grefu roasted a tentacle over the fire for us and seasoned it with the herbs, sea salts, and marsh weeds he carried in his waterproofed satchel. I was amazed—this was among the best meals I'd ever tasted. I asked him about his craft, and he, in turn, found my work fascinating; we stayed in touch over the years as occasional pen pals, and when I began to think about who might feed the crew of the *Zoetrope* along our journey, I at once knew who to write.

My initial offer was rebuffed, however. No matter how tempting the prospect, he wouldn't abandon his siblings without permission, and the now-older Grefu insisted he was no longer the hunter he had been in his youth. I wrote back at great length, offering to show him herbs, ingredients, and dishes he'd never tasted before, and encouraging him that while we could always rely on some local adventurers to protect us, it was his culinary skills (which he'd continued to hone), not his fighting prowess, that I truly needed on this journey. Perhaps my words swayed him, as after a short while, he approached me with word that his matriarch had given her blessing for him to leave home.

The crew of the *Zoetrope* ate very, very well with Grefu aboard. With only a few simple ingredients, he made stews, flatbreads, salads, and fillets fit for the finest inns and palaces. Despite his stoic demeanor, it did not escape my notice that an extra scoop of food seemed to always find its way to the plate of a crewmate who was having a tough day.

Inspired by my accounts of exciting Golarian fauna, Grefu tentatively began to write his own cookbook during our voyage. Though the task is daunting, Grefu hopes to collect various athamaru recipes from around the world so they can be passed down and shared with other cultures (further complicated by the fact that most athamaru dishes require two sets of instructions: one utilizing heated vents in ocean floors and the other for open-air cooking).

Though gruff after a long day in the ship's kitchen, Grefu would often still sit in the corner, smoking his coral pipe while listening to the crew's antics. Some of the crew may have questioned if the curmudgeonly cook enjoyed their company, but the second any of us were threatened, Grefu was the first to leap between us and danger.



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Dr. Pom
The Doctor

I had the good fortune of meeting Dr. Gulnara Pom once during a field study, after taking a fall down a hillside while too engrossed in my observations of an elusive family of megalictis. A branch tore a deep gash into my arm, and upon making it back to base camp, I inquired for the village doctor.

The mingling scents of an earthy musk and lavender enveloped me as I entered the office of Dr. Pom. Husks of long-discarded unknown berries, brittle stems of once-fragrant herbs, and strips of stained linen used for poultices littered the floor. The bespectacled snout of an elderly sand badger snuffled beneath a huge stack of loose, tea-stained papers. In the space between silence and snuffle, I could hear the sound of a quill scratching against parchment.

Dr. Pom paused from her writing and absentmindedly scratched her temple with the point of the quill, the ink bleeding onto her fur. Oblivious, she turned in her chair to greet me, paws facing up. I was unsure if the stains adorning them were from ink, herbs, or both.

"How might I be of service?" she said, her voice barely above a whisper. As I slowly peeled back the linen bandage of my field-dressed injury, the doctor winced.

"Oh my, sorry; nasty wound, that," she said as she leaned forward and adjusted the directional lamp on her shoulder. As she took a closer look, she continued to apologize every time she noticed my flinches of pain.

"I think I have just the thing..." she muttered to herself as she turned my arm to and fro. Dr. Pom shuffled off the chair and started rapidly picking through various materials and substances from around the room. With each new item, her chattiness increased tenfold.

She uncorked the stopper of a vial of a particularly thick, viscous orange fluid. As she gingerly dabbed it onto her paw, her brow furrowed.

"With your permission, I would like to apply this to your wound. It will burn something fierce initially, but like all things, it will dull with time. You can squeeze my paw if you would like," she said, outstretching a hand.

I nodded and took it without question. Like she warned, a burning pain covered my arm—the good doctor later told me the concoction had involved a novel synthesis of scorpion venom in the core of cinder cat!—but my wound indeed began to seal shut.

"Oh, you poor thing, I'm so sorry. Just another moment and it will pass, I promise." The word "promise" crashed over me like a wave against the sand. As I imagined the tide pulling it back to sea, so too did the pain pull away from my wound.

"Apologies! Treatment for these sorts of wounds isn't always pleasant. Judging by your breathing rate, though, we've made it to the other side."

When it came time to assemble our expedition's crew, I thought back to this encounter and knew exactly who would fix our scrapes with both skill and compassion (and I must admit, I was happy to have a fellow tea aficionado aboard to share an afternoon cup with!). With the dangers we encountered on our voyage, I know beyond a doubt I made the right choice.



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Lythea
The Navigator

"Thirty-six degrees north... or was that thirty-seven? No, the kestrels are gathering around that cloudbank, so that would have to be thirty-six."

I remember many such proclamations from whenever Lythea read the skies and stars to guide us to our next destination, allowing her tail fins to dangle over the edge of the prow. She would draw not only the lands beneath us, but the patterns of the winds and waves. At first, I dismissed this as an affectation or quirk she'd picked up over the years, but as more and more expeditions were accompanied by minimal storms and smooth landings, I found myself appreciative (and a little awestruck) of her ability to read the currents in sky and sea.

It was there at the prow, I believe, that Lythea was most comfortable, basking in the elements as they blew around her. Alas, as is the nature of her people, she could not spend extended times upon the deck without the need to hydrate her scales. She employed the use of a device she fondly called her "Little Sea," a large tub filled with water that was propelled by a combination of attached wheels and her superior upper body strength. It allowed her to spend more time among the crew and share her hearty laughter with us.

While most of my memories of Lythea are warm ones, I cannot pretend she didn't have a slightly bluer side as well. Sometimes I would find her up on the decks, not taking notes or reading the winds but softly singing an errant melody. I asked her once what she sang about. She told me it was a song of homecoming and reunion—a wish, in lyrical form. It was only much later in our acquaintance that she told me of her youth, and how she came to be aboard the *Zoetrope*.

She was born not as Lythea, but Ly'ki'kiai, a name that flowed from her tongue gently. Her family lived a simple existence in one of thousands of merfolk villages. By day, they would fish for seals, threading water and wind to spear their prey as others might wield iron and wood. By night, they sang songs of celebration and worship to Erastil, god of the sharpened teeth and shark's fin.

It was, by all accounts, a joyous childhood, until the day of the terrible storm. Lythea had been sleeping when the storm hit; when she awoke, she found herself alone and adrift amongst the deepest waters. Thankfully, she was able to flag a nearby ship—a small, exploratory vessel by the name of the *Horizon Seeker*, with a crew of navigators and mapmakers eager to share their trade. From there, Lythea learned how to chart the stars, read the winds, and work every sort of vessel under the sun, all in the hopes of one day finding her way home. I asked her how long she intended to search; "so long as there are stars in the sky" was her reply. Though we adventured well together, and I could not have asked for a finer navigator, I truly hope that Lythea might one day be reunited with her family. Until then, I remain glad we were lucky enough to lean upon her wisdom, guiding us to each new dawn.



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Telero
The Scout

I can't help but smile every time I think about the circumstances that led me to travel with this young centaur. I would have welcomed him for his incredible skill in spotting a trail alone, or for his gift with languages, which allowed us to talk our way into many unexpected circles. But neither of those is what won me over when I met Telero.

I remember our first encounter, when he arrived for our endeavor: Telero simply stood next to the ship with all his gear, patiently awaiting acceptance. It was obvious that he was resolute, so I took time to look at him carefully. He was young, but I had heard he was a reliable scout. He told me he was ready to join the expedition and that he had cleared the matter with his family, just so there would be no delays. I sensed the eagerness in his voice, camouflaged by a kind and genuine smile. I made my decision then and there, for I could tell immediately that his company would be akin to a warm campfire at the end of a long hike.

Only once we were too far for a quick turnabout, Telero told us that his sudden decision to leave his community had, in fact, caused quite a stir and branded us "disturbers of the peace." His mother was furious at his refusal to live according to their ways ("on the ground," she apparently added emphatically), but his father gave his support once he realized that his son had made up his mind. The night before Telero joined us, his father gifted him a quarterstaff made of a sturdy oak branch and fitted with a spyglass and a peculiar compass. "This way, you can always find your way home, where you will always be welcome," he had told Telero.

The departure did not seem to dampen the young centaur's love for his people. When the skies were at their clearest, I would sometimes catch him looking into the distance toward his village, holding his quarterstaff and studying one of the many small mementos he carried from home. He could tell the origin story of each item, although the tales changed slightly with each retelling. And so he continued to collect small tokens and curios throughout our voyage, each representing a memory ready to be shared with the people of his village.

I don't wish to give the impression that Telero is just a dreamer. He makes friends easily, assuming the best of everyone he encounters while preparing for anything unexpected. His hasty words and hastier actions occasionally got us into trouble not easily solved with a quick apology and the flash of silver, though.

In the moments when he was at his most reckless, you could see a fire burning in him—something urging him to meet the challenge head-on. Telero still approaches everything as a challenge he must overcome. I hope one day he recognizes he no longer has anything to prove.



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Whose Antenna Is Askew ("Ten")

The Mechanic

I admit, I always worried a bit for our mechanic.

Not in the physical sense, certainly—Whose Antenna Is Askew (or Ten, as they preferred to be called on the surface) is capable and eager to please. Nevertheless, there is, on occasion, an air of disaster around them, which always came out most clearly in the stories they told of growing up in a hive somewhere far beneath Varisia. One such story recounted how, back when Ten was still an enthusiastic larva on their generation dig, they'd had a brilliant idea for a spell engine powered by a particular variety of quartz. During their search for the crystal, however, they got turned around and mistook the murmur of a subterranean river for the whispering susurrus of their fellow hatchery mates. The result was a swift and sudden deluge that left scores of tunnels flooded and unusable until drained by the senior artisans of the community.

On another occasion, Ten told me how they found a glorious amethyst geode—the sort of prize that any young larva would be proud of—and made to present it to Whose Voice Echoes, an older hatchery mate with whom they were infatuated. Somehow, in the process of the delivery, Ten tripped, catapulting the geode (at considerable speed) at their crush's head. Thankfully, Whose Voice Echoes had keener reflexes than the little larva.

I never got the sense that Ten's hive was unkind to them, but I suspect their decision to leave home was met with mandible-wiggles of relief. I did ask Ten, once, what brought them to the surface. They went quiet at the question—unlike their usual, chirpy demeanor—then told me that it was connected to their metamorphosis.

As I understand it, surkis collect magic prior to their metamorphosis from adolescent to adult. It seems that, on one occasion, Ten came across a disc of starch, heavy with enchantment, that had washed into the Darklands via some underground stream. Its taste was unlike anything they had ever experienced: the feeling of diffuse heat upon their carapace, the scent of sugars and starches caramelizing, the whisper of falling ice crystals. To this day, their only clues are the woven, checkered cloth in which it was wrapped and the scrap of water-stained paper that accompanied it, which read "*—and a few cookies for our little Magde. Love, Nana.*"

Not long afterward, Ten set out from the hive to find the source of that starch disc. They surfaced not far from the port of Senghor and, by dint of cheery enthusiasm (and genuine skill!), managed to overcome the locals' lack of familiarity with surkis to gain an apprenticeship with a shipwright. It was with some trepidation that I hired the youth, but despite the ominous sounds and occasional explosions emanating from our engine room, the *Zoetrope* handled much more nimbly under Ten's care.



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ATHAMARU

Athamarus are fish-like humanoids who form tight-knit undersea communities. In small settlements, they engage in the subsistence farming of seaweed, train eels to serve as mounts, and create elaborate works of coral art. Their interactions with other aquatic ancestries are strained, as athamarus have suffered mistreatment at their hands. However, they remain curious about potential connections and what new opportunities may offer.

Athamarus define themselves by their connections to the world around them. They live in communal settings among coral reefs and aquatic companion creatures that encourage large families and friend groups. Athamaru settlements established near river or sea trade routes usually maintain strong relationships with the sailors who regularly pass by, exchanging coral jewelry or information about nearby sea routes for surface goods, especially root foods like tubers, yams, and other vegetables, which they see as delicacies.

If you want to play a character who values community and survives the sea through effort alone, you should play an athamaru.



You Might...

- Value your community above most everything else.
- Approach strangers with warm curiosity.

Others Probably...

- Assume you're well versed in underwater survival.
- Believe you're to blame for foul smells.

Physical Description

Athamarus have a distinctive appearance that resembles fish. Their brightly colored skin often matches the reefs where they build their communities. Frills, barbels, and crested fins add to their flamboyant appearance. The sheer variety of crest shapes, scale patterns, and fin styles make individuals distinct, even as communities share features. These similarities are often environmentally advantageous, such as scales that allow them to blend into seaweed or longer toes in areas with stony seabeds.

Outsiders often note that athamarus have a distinctive smell, which comes from pheromones, used for both communication and defense. While the level of control varies, all athamarus can communicate basic emotions chemically, and individual settlements have unique variations to their pheromones that serve as a community fingerprint. Masters of pheromonal expression can communicate complex philosophical concepts purely chemically, occupying a role similar to master singers in other communities.

Athamarus value natural adornments that blur the lines between body modifications and jewelry. In areas where coral grows, tending reefs and their symbiotic species are highly valued tasks. Some fashion still-living specimens into earrings or cuffs, then gently guide the coral as it continues to grow. These pieces often stay in circulation for generations and are valued as living community history. Other uses of coral include integrating pieces in with the wearer's body in symbiosis, the coral providing nutrients and the athamaru ensuring access to sunlight and quality water.

Society

The largest population of athamarus lives in the underwater nation of Xidao in Tian Xia. There, smaller city-states follow their own government and leaders, though they have vowed to protect one another from the terrors of the deep should the need arise. The largest city-state, Yashabaru, has no direct control over the other settlements, but its leader serves as a figurehead for the region. Outside of Xidao, communities are more isolated and independent, though population centers include the Shackles, a reclusive settlement near Sedeq, and the large gulfs of Arcadia.

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The smallest individual athamaru settlements might have only a dozen members, while the largest house hundreds. Athamaru communities connect with other aquatic inhabitants to build strong bonds that improve the quality of life for everyone involved. Animals are integrated into their communities as partners, particularly the domesticated eels that athamarus use as steeds. The eels generally roam freely, and athamarus train mounts from newly hatched elvers they raise.

Each community consists of genetically related athamarus, typically all born from a single parent. In most settlements, the parent is known as the matriarch and serves as the leader. When this parent nears the end of their life or otherwise stops laying eggs, several athamarus in the community choose to undergo certain physical changes, including an increase in size, to announce their intention to become the next matriarch. The decision to be considered a matriarch isn't taken lightly, as the eventual leadership role is responsible for the community's survival and continuation. Each community selects their next matriarch from these "hopefuls" in their own way. Such traditions include democratic elections, trials of knowledge, and contests of physicality involving deep diving or riding untamed wildlife. In Xidao, city-state matriarch candidates must present themselves to the High Matriarch and their council to be judged worthy of completing the transformation.

Sometimes young adults split off to create new communities, especially if resources become scarce or internal conflict escalates. If a group struggles as they establish a community, their former settlement often agrees to take them back if they agree to respect the extant leadership.

Other groups have mistreated athamarus in the past, so their communities maintain strong internal bonds. Athamarus consider it less risky to deal with each other first. While the most common activities between them are trade, communities also share information. Warnings about danger flow quickly. Safe opportunities are also shared, such as trustworthy land-dwellers and open markets. Such trust with outsiders, however, is easily lost and hard to regain. Most athamarus would rather flee—sometimes even uprooting an entire community—than risk open hostilities.

Athamaru names typically consist of three syllables. The first syllable is shared by all members of a generation, and the last two syllables identify an individual. When traveling outside their communities, they introduce themselves by their community name first. Some communities, particularly those in Xidao, break this convention, but those names still maintain a flow and identify athamarus hatched in the same year.

Sample Names: Aussandor, Cayiel, Corlena, Mithae, Onteac, Paquotal

Beliefs

Due to their community-minded nature, athamarus tend to favor beliefs and philosophies that focus on connection and aiding others. They are also aware that they sometimes require protection from the dangers of the sea, so some athamarus take on the roles of staunch guardians or religious figures who plead for intercession from sympathetic gods. Worship within a single community tends to favor one deity, with multiple temples being rare. In the Inner Sea, athamaru settlements typically revere the nature god Gozreh to strengthen their bonds with their surroundings or Erastil for guidance on forming healthy communities. In Tian Xia, the Duke of Thunder Hei Feng's favor is sought as athamarus navigate fickle seasons and politics, while those athamarus who guard the seas against horrors from the deep pray to the triad war gods Srikalis, Sritaming, and Sribaril for unwavering strength.

Popular Edicts seek out new experiences away from your place of birth, lead your community to a better future

Popular Anathema betray your community or otherwise knowingly do it harm

RARITY
Uncommon

HIT POINTS
8

SIZE
Medium

SPEED
20 feet
Swim 25 feet

ATTRIBUTE BOOSTS
Strength
Wisdom
Free

ATTRIBUTE FLAW
Intelligence

LANGUAGES
Common
Thalassic
Additional languages equal to your Intelligence modifier (if positive). Choose from Alghollthu, Azlanti, Fey, Tien, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Amphibious
Athamaru
Humanoid

LOW-LIGHT VISION
You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

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Athamaru Heritages

Athamaru adaptations developed over centuries of underwater living while facing attacks from dangerous predators. Choose one of the following athamaru heritages at 1st level.

Coral Athamaru

Coral covers patches of your body, which provides a natural layer of defense. Coral athamarus often choose Coral Symbiotes and other related ancestry feats. The coral plates are medium armor in the plate armor group that grant a +4 item bonus to AC, a Dex cap of +1, a check penalty of –2, a Speed penalty of –5 feet, a Strength value of 16, and have the aquadynamic (page 216) and comfort traits. You can never wear other armor or remove the coral. You can etch armor runes onto the coral.



Hopeful Athamaru

You have begun to prepare yourself to become an athamaru matriarch, and are likely stepping outside of your community to better prepare yourself as a leader. As part of the physical change, you are substantially taller than you once were. Instead of Medium, your size is Large (see page 9 for rules for Large player characters). In addition, you instill your allies with a feeling of hopefulness. You have a 10-foot aura that grants any ally in it a +1 circumstance bonus to saving throws against fear; this is an emotion and mental effect.

Kaleidoscopic Athamaru

Your scales are a spectrum of color that shimmers in the light. In areas of bright light or dim light, you gain a +1 circumstance bonus to Performance checks. You also gain the Dazzle Seeker reaction.

Dazzle Seeker ↷ (misfortune) **Trigger** A creature attempts a flat check to target you due to you being concealed from it; **Effect** You flash your bright scales in the creature's eyes, making it hard for them to pinpoint your exact location. The creature must roll the flat check twice and take the worse result.

Quilled Athamaru

Sharp quills on your head can pierce your foes deeply. Most athamarus use such quills for defense, but a well-timed headbash can be devastatingly effective. You gain a quills melee unarmed attack that deals 1d6 piercing damage. Your quills are in the brawling group and have the agile, finesse, and unarmed traits.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an athamaru, you select from among the following ancestry feats.

1st Level

Athamaru Lore — Feat 1

Athamaru

You've immersed yourself in community learning, particularly around navigating the waters and tending to animals. You gain the trained proficiency rank in Athletics and Nature. If you automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Athamaru Lore.

Athamaru Weapon Familiarity — Feat 1

Athamaru

You wield weapons designed to work underwater with ease. You have familiarity with weapons with the athamaru trait

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and with crossbows, heavy crossbows, longspears, spears, and tridents—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

COMMUNITY-MINDED FEAT 1

ATHAMARU

You are familiar with all the members of your community and their typical movements, and you have learned how to apply these patterns outside those circles. You gain a +1 circumstance bonus to your Perception DC against someone attempting to Lie to you and to Perception checks to Sense Motive or to detect a creature trying to Impersonate someone they are not.

CORAL SYMBIOTES FEAT 1

ATHAMARU

You've tended to your coral jewelry so well that you have formed a symbiotic relationship with it. The powerful filtration properties of this coral protect you from impurities. You gain a +1 status bonus to saving throws against poisons, and your flat check to remove persistent poison damage is DC 10 instead of DC 15, which is reduced to DC 5 if another creature uses a particularly appropriate action to help. You must submerge yourself in water once every 24 hours to hydrate your coral or you lose the bonuses granted by the symbiotes.

ELVER PET FEAT 1

ATHAMARU

Athamarus have bonded with eels more closely than any other fish. You have formed a strong connection with a young eel that serves as your pet. Typically, these eels are tended until they grow large enough to serve as a mount. You gain the Pet general feat. Instead of the normal choice of pet abilities, your eel has aquatic, fast movement, and the damage avoidance familiar ability (*Pathfinder Player Core* 212) for Reflex saves. The aquatic ability means it gains the aquatic trait, breathes water instead of air, and has a swim Speed instead of a land Speed.

When you aren't in an aquatic environment, you can easily carry your pet eel around in a small water-filled globe that has light Bulk.

EMIT DEFENSIVE ODOR ❖ FEAT 1

ATHAMARU INHALED POISON

Frequency once per day

While athamarus' natural pheromones are typically used for communication, you have developed yours into a defense mechanism to ward off foes. You emit a thick spray of defensive pheromones at an adjacent creature, who takes 2d6 poison damage with a basic Fortitude save against your class DC.

At 3rd level and every 2 levels thereafter, the damage increases by 1d6.

ATHAMARU METAMORPHOSIS

Any adult athamaru can undergo a metamorphosis to become larger. This typically happens when they intend to become a matriarch. The process doesn't innately change an athamaru's understanding of their gender, but is viewed rather as a new stage in their life. Athamarus can metamorphose without their community needing a new matriarch. This most commonly occurs when they intend to leave and form a new community. When a matriarch abdicates, they often slowly transition back from their larger form, though they will always be taller than the average athamaru and typically command some additional respect even after their role as matriarch is a thing of the past.

OCEAN WARINESS FEAT 1

ATHAMARU

Stories about those who have mistreated your people in the past (particularly stories about alghollthu mind control) left you untrusting of those outside your community. You gain a +1 circumstance bonus to your defenses against Deception, Diplomacy, Intimidation, and Performance checks.



ELVER PET

PHEROMONAL MESSAGE ❖ FEAT 1

ATHAMARU OLFACTORY

Your communicative pheromones are particularly well developed from years of living with other athamarus. You send a brief message to one ally within 60 feet, or 120 feet in water. No other creature can understand the message. The message must be short and simple, and can't convey ideas that would require complex or novel wording if spoken, such a creature's name or proper nouns.

5TH LEVEL

CORAL GROWTH FEAT 5

ATHAMARU

Prerequisites Coral Symbiotes

The difference between yourself and your coral symbiotes is nearly impossible to tell apart as your bodies are so intertwined. When you are underwater, you no longer need to eat or drink, as your coral symbiotes provide you with sufficient nutrition. While you are on land, your body provides your coral symbiotes with sufficient hydration. You no longer need to submerge yourself in water every 24 hours.

GROWING EEL FRIEND FEAT 5

ATHAMARU

Prerequisites Elver Pet

Your eel pet grows larger and stronger. Your eel pet's size changes to Small, and the eel gains the scent and tough pet abilities. However, it becomes too large to carry in a water-filled globe.

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NOXIOUS ODOR — FEAT 5

ATHAMARU POISON

Prerequisites Emit Defensive Odor

You have developed your skill with your defensive pheromones and have concentrated them into a noxious form. A creature that fails its save against your Emit Defensive Odor action also becomes sickened 1 (or sickened 2 on a critical failure).

RIPTIDE MOUNT ❖ — FEAT 5

ATHAMARU

Requirements You are underwater and adjacent to a creature that is at least one size larger than you, has a swim Speed, and is willing to be your mount.

After working with aquatic beasts of burden for years, you have learned how to easily mount and dismount them. You Mount the creature and Command an Animal to issue it an order of your choice.

SKILLED SWIMMER — FEAT 5

ATHAMARU

You move through the water with ease, mastering your movements with years of practice. When in an aquatic environment, you ignore difficult terrain. In addition, swimming up or down isn't difficult terrain for you.



9TH LEVEL

CORAL DETOXIFICATION ❖❖ — FEAT 9

ATHAMARU

Prerequisites Coral Symbiotes

Frequency once per hour

The coral colony that you've tended has merged with your kidneys to add an additional layer of filtration. Attempt a saving throw against a single poison affecting you with a +2 circumstance bonus.

EMISSARY ASSISTANCE — FEAT 9

ATHAMARU

As an emissary, you have assisted land-bound creatures in journeying underwater to visit your settlements. You gain *feet to fins* and *water breathing* as 3rd-rank primal innate spells. You can cast each of these spells once per day.

MORAY EEL MOUNT — FEAT 9

ATHAMARU

You have either trained a giant moray eel since its hatching or have tamed one in the wild. You gain the Bonded Animal skill feat, even if you don't meet the prerequisites, to bond with a giant moray eel. When you Command this Animal while you are mounted on it to take a move action, you automatically succeed instead of needing to attempt a check.

Special If you have the Elver Pet or Growing Eel Friend ancestry feats, you can choose to have that pet become your bonded animal. You don't need to spend 7 days of downtime to bond with the eel, and you automatically succeed at the Nature check. You can then retrain those feats.

PERSISTENT ODOR — FEAT 9

ATHAMARU

Prerequisites Emit Defensive Odor

Your pheromones now linger on creatures. When a target fails its save against your Emit Defensive Odor ability, they also take 1d6 persistent poison damage. The damage increases to 2d6 at 13th level and 3d6 at 17th level.

13TH LEVEL

ATTUNED ELECTRORECEPTORS — FEAT 13

ATHAMARU

You grow specialized organs that allow you to detect even the faintest of heartbeats. You can sense living creatures and any creature with the electricity trait as an imprecise sense with a range of 20 feet. This range doubles while you are underwater, though only in the body of water you're in.

CORAL RESERVE ❖ — FEAT 13

ATHAMARU

Prerequisites Coral Symbiotes

Frequency once per day

Requirements You are enfeebled or fatigued.

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Your coral symbiotes provide a store of energy that you can call upon when needed. You suppress your enfeebled or fatigued condition. (If you're affected by both, choose one to suppress.) After 1 minute, the condition returns with any remaining duration it had when you suppressed it.

RAPID PHEROMONE RECOVERY — FEAT 13

ATHAMARU

Prerequisites Emit Defensive Odor

Your supply of pheromones replenish very quickly. You can Emit Defensive Odor once per hour, rather than once per day.

SWIFT EEL MOUNT — FEAT 13

ATHAMARU

Your rapport with your eel lets you guide it to avoid dangers as it swims. While you're mounted on an eel, that eel ignores difficult terrain while Swimming and gets a +2 circumstance bonus to all defenses against reactions triggered by its movement.

17TH LEVEL

CORAL LIFELINE — FEAT 17

ATHAMARU HEALING

Prerequisites Coral Symbiotes

Frequency once per day

Your coral symbiotes have grown into your bloodstream and are now curled around your heart. When you would die, the coral in your body releases a burst of healing energy. This prevents you from dying and restores 4d8 Hit Points. Once this ability is used, the coral fades to a dull gray and gives you no benefits until you complete your next daily preparations.

MORAY AMBUSH — FEAT 17

ATHAMARU

Trigger You are hidden and a creature who hasn't detected you passes within 20 feet of you.

Like the moray eels athamaru communities raise and train, you know how to quickly strike from hiding. Stride or Swim directly toward the triggering creature and make a melee Strike against it. The target creature is off-guard to this attack.

Special If you're mounted on an eel, you can have the eel move instead of yourself.

OFFENSIVE ODOR — FEAT 17

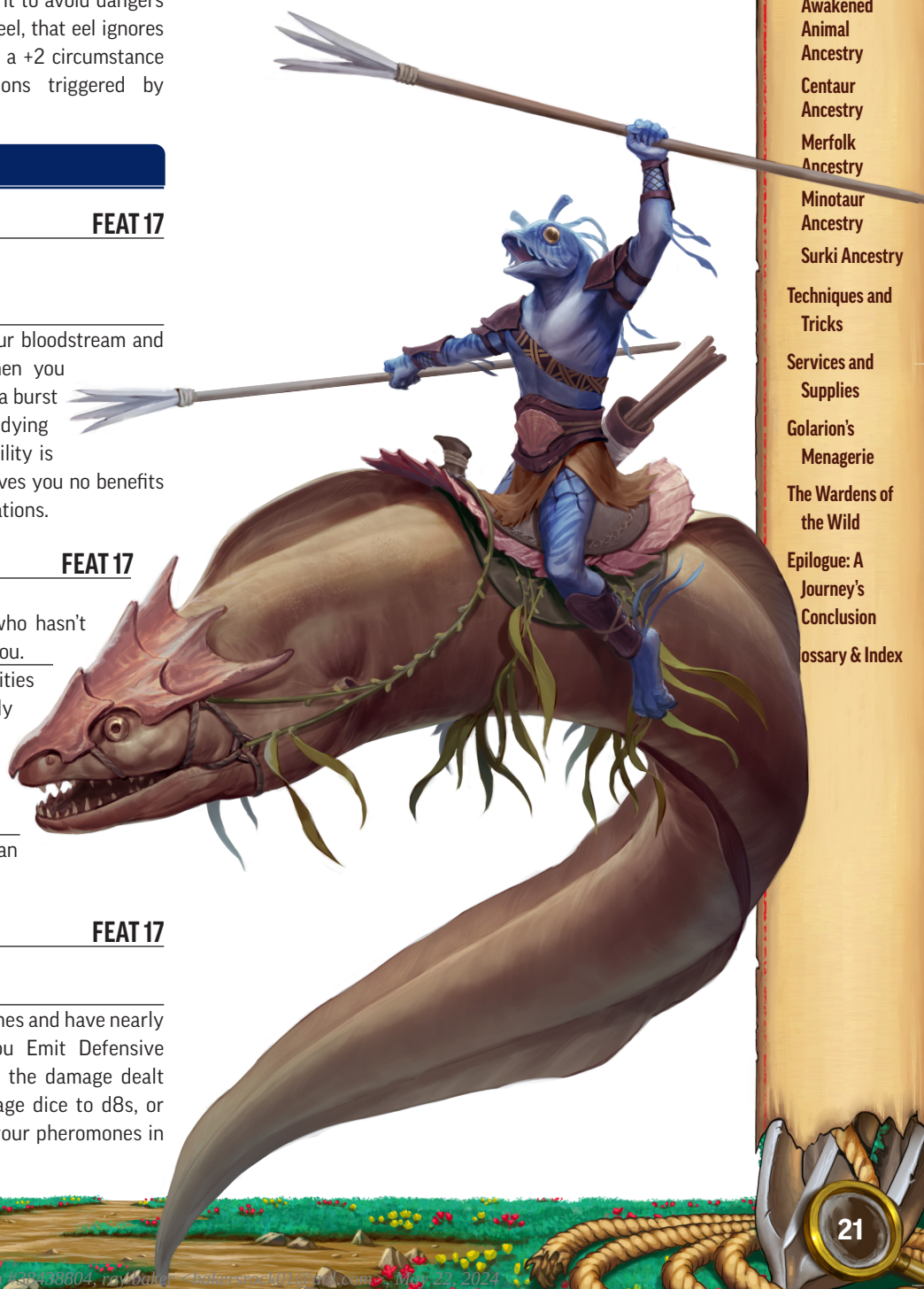
ATHAMARU

Prerequisites Emit Defensive Odor

You've mastered your defensive pheromones and have nearly complete control over them. When you Emit Defensive Odor, you can either choose to increase the damage dealt to a single target by changing the damage dice to d8s, or leave the damage unchanged but spray your pheromones in a 15-foot cone.

ATHAMARU ADVENTURERS

Athamarus are strongly motivated by community, and most who choose to leave their community to adventure have a good reason why. Many begin adventuring to protect their community or solve a particular problem, while others are thrust out into the wider world after a tragedy. The animal whisperer, emissary, and sailor backgrounds complement athamarus well. Eel-mounted champions or rangers often serve as athamaru community protectors, and those who want to connect with others train as bards. Though athamaru spellcasters are typically rare, some use their strong relationship to the natural world to become druids.



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AWAKENED ANIMAL

You once enjoyed the simple and boundless pleasures of nature with an innocent, uncluttered mind. You lived from moment to moment, never questioning what comes next or pondering the ramifications of what happened before. You were at one with the wild. Then came the event that changed everything. You drank from a glowing lake, someone pulled a magical prank, a druid sought to elevate your mind. You were pulled out of the present moment of the wild and into a land of thought.

For the first time, you realized you had a past. For the first time, you started to think about your future. Now you experience the world in a whole new way. You become aware of dangers that never occurred to you before, but there are pleasures and wonders aplenty in this new world, too. That's a good thing, because there's no going back to how things were.

Awakened animals were normal animals that underwent an experience that awakened their minds, giving them full intelligence and the ability to perceive the world through a lens of thought. There are many mysterious ways for animals to awaken, but the most well-known path is through the ritual *awaken animal* (*Player Core* 390).



Every animal takes the process of awakening differently. For some, the opening of their mind is electric, allowing them to perceive and ponder the world like never before. Others are overwhelmed by emotions and thoughts that they didn't ask for and weren't ready to hold. Most people who would awaken an animal assume that the animal they awaken will be full of wonder and gratitude and aren't prepared for the wide variety of responses they receive: shock, sadness, euphoria, curiosity, and anger are common (but not the only ones).

No matter how an awakened animal reacts, they still must find their way in the world. Some awakened animals try to go back to their lives but almost always find themselves disconnected from their unawakened peers. Others embrace the civilized world entirely, doing their best to navigate a world built for humanoids. Over time, awakened animals find themselves moving between both the civilized world and the wild, for each holds only a part of what they need from life.

If you want to play a character who is extremely outside the norm and crosses between the civilized and natural worlds, you should play an awakened animal.

You might...

- Negotiate between humanoid societies and creatures of the wilderness.
- Oscillate between rumination and acting with wild aggression.

Others probably...

- Think you are a beast who is easily provoked.
- Want to study you as an oddity without respect for your agency or comfort.

Physical Description

Awakened animals are very similar in appearance to the animals they once were. From a glance, it is difficult for humanoids to tell an awakened animal apart from others of its species. On closer inspection, most humanoids notice something different about the eyes and movements of an awakened animal. The awakened animal carries themself in a way that is self-aware, and even those who don't know that the animal is awakened feel that difference. Often awakened animals take on the practice of wearing clothing and other adornments, and using tools, which truly make their awakened nature obvious.

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Animals recognize awakened animals instantly and react with trepidation at first. If welcomed, eventually the animal will settle and approach the awakened animal. It takes a long time for an animal to be truly comfortable around its awakened brethren, but over time it can happen.

Traumatic awakenings sometimes create stunning visual differences in an awakened animal. There are tales of awakened bears with flame-red fur and birds with ghostly feathers.

Society

Awakened animals are rare enough and separate enough that few find themselves traveling together, let alone making their own societies. Awakened animals often settle into the societies that are close by, integrating in disguise as a "typical" animal or overtly as craftspeople and laborers. While an awakened animal may decide that humanoid society is not for them, those that stay do not find much trouble in adapting. Most places in Golarion have seen enough that people get over their initial shock at seeing a talking house cat or songbird quickly.

Awakened animals who have turned their back on "civilized" life tend to create animal societies that they are the natural rulers and leaders of. They use their intelligence to create order and structure that animals of their type wouldn't otherwise be able to do. There are tales in Ustalav of large wolf packs made of several combined packs led by an awakened wolf. The pack roams the countryside, protecting villages from incursions of undead. In Isger, merchants tell tales of bears who attack caravans, but do only enough damage to steal the goods before leaving.

There are also rumors of a city full of awakened animals in Iobaria named Roam. Most awakened animals hear about it at some point in their lives. Some think of it as a fanciful dream, but many do attempt to find it. Roam is said to be the true home of all awakened animals, a place where their intellect and wild spirits are equally welcome.

Animals use their senses to identify others instead of names, so their relationship with naming tends to reflect that. They might give friends nicknames that correspond to vivid feelings and sensory information. They often do this for themselves as well, only straying from these conventions if they are using a name they were given as a pet or companion or if they are trying to follow the conventions of the society around them. Sometimes they blend their instinctual approach with a more conventional name to create something bombastic and proud.

Sample Names: Redfur, Snarling Eye, King Halfhorn, Blacknose, Jewelmouth, Queen Scale, Yellowbeak, Bigclaw, Grinning Maw, Scowl

Beliefs

Awakened animals tend to see the world through a lens of natural order. Those who are unsettled by humans or have been traumatized by them typically live within nature, while those driven by curiosity or structure seek to find a place in the more ordered and rule-bound nature of humanoid society.

There is no uniform religion among awakened animals, but it is unsurprising that gods with domains in the natural world, like Gozreh, are popular. There are small groups of awakened animals who worship destructive gods such as Lamashtu and Rovagug. Those who were awakened by a companion might adopt that companion's outlook, and possibly adopt that companion's religion as well.

Popular Edicts explore your newfound sentience, enjoy the creature comforts of humanoid civilization; often other edicts related to your animal side, such as "keep the pack together" for a canine or "always wash your food" for a raccoon

Popular Anathema revert to purely animalistic behaviors

RARITY

Rare

HIT POINTS

Your ancestry Hit Points depend on the size you choose (see below): 6 HP if you're Tiny or Small, 8 HP if you're Medium, or 10 HP if you're Large.

SIZE

Choose the size appropriate to your animal: Tiny, Small, Medium, or Large

SPEED

Determined by your heritage

ATTRIBUTE BOOSTS

Constitution
Wisdom
Free

ATTRIBUTE FLAW

Intelligence

LANGUAGES

Common
Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS

Awakened animal
Beast

AWAKENED FORM

Awakening altered your form, enabling you to speak verbally and stand on two legs. You can wear, hold, wield, and use items. Which limbs you use to manipulate items and how many are determined by you and your GM, but for the rules you function like a humanoid with two hands.

AWAKENED MIND

Awakening altered your mind. You are no longer an animal, but you can still ask questions of, receive answers from, and use the Diplomacy skill with animals of your kind. By remembering your instincts, you can allow yourself to be affected by spells and other effects as though you were an animal.

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CHOOSING AN ANIMAL

The best forms to choose for the awakened animal ancestry have limbs of some sort that can be modified. Even fins can be modified in awakened form. Limbless creatures like snakes might need extra accommodations to work. When talking with your GM about playing an awakened animal, talk about the specific type of animal so you can determine what's a reasonable choice for the tone of the game.

Many animals have giant-sized versions of themselves in the game, and you can take advantage of that fact to make an animal of any size that you prefer—you can have awakened giant dogs or awakened giant bees if you want! While obvious choices are avians, mammals, and reptiles, the ancestry is built to be versatile enough to represent many kinds of insects and aquatic animals as well.

When deciding what heritages and feats to take that represent your animal, start with their primary movement ability, choose the heritage that matches it most closely, and build from there. Ancestry feats offer many ways to refine your awakened animal concept, so the heritage doesn't need to provide everything!

Awakened Animal Heritages

Animals come in a wide variety of body shapes with their own capabilities. Choose one of the following awakened animal heritages at 1st level.

If you are an awakened animal with a versatile heritage, you still select one awakened animal heritage to inform your character's story and cosmetic form, but you do not gain any of its mechanical effects, though you have a land Speed of 20 feet unless you choose to be aquatic, in which case you have a swim Speed of 20 feet. You can take the Late Awakener feat to gain the rest of your heritage's effects and qualify for feats that require a specific awakened animal heritage.



Climbing Animal

You are an animal whose limbs are adapted to grab, climb, and brachiate. You might be dexterous and ready to use tools like a chimpanzee or otter, or you may simply be a quick climber like a bear, raccoon, or sloth.

You have a land Speed of 20 feet, a climb Speed of 20 feet, and one animal attack of your choice (typically claw, fist, or jaws; see the sidebar).

Flying Animal

You are an animal that can take flight for long or sustained bursts, such as an eagle, bat, bee, or flying squirrel.

The awakening process has disrupted your ability to fly as freely as you once did. What used to be an automatic process is now one that you must apply some thought to until it becomes automatic once again. You can still slow your descent, so you take no damage from falling, regardless of the distance you fall. Most flying awakened animals choose the Take Flight ancestry feat at 1st level to regain a limited ability to fly.

You have a land Speed of 20 feet and one animal attack of your choice (typically beak, claw, jaws, talon, or wing; see the sidebar).

Running Animal

You are an animal meant for running at great speeds across land. Typically, you run on all fours like a dog, cheetah, or an iguana, but you could also use two legs like a kangaroo, emu, or penguin.

You have a land Speed of 30 feet and one animal attack of your choice (typically claw, jaws, or tail; see the sidebar).

Swimming Animal

You are an aquatic animal who is most comfortable in the water. You may spend much of your time in the water like an alligator, seal, whale, or dolphin, or you may require the water to breathe like a fish or some crustaceans.

You have one animal attack of your choice (typically claw, jaws, or tail; see the sidebar). Choose if you are aquatic or water-dwelling.

- **Aquatic:** You gain the aquatic trait and you have a swim Speed of 30 feet. The aquatic trait means you breathe water but not air, and your bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.
- **Water-dwelling:** You can hold your breath underwater for 10 minutes before needing air. You have a swim Speed of 20 feet, and if you can move on land, you have base Speed of 20 feet.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat for every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As an awakened animal, you select from among the following ancestry feats.

1ST LEVEL

AWAKENED ANIMAL LORE — **FEAT 1**

AWAKENED ANIMAL

You have taken the time to learn about the process of awakening and the experiences of your fellow awakened animals. You gain the trained proficiency rank in Arcana and Nature. If you would automatically become trained in one of those skills, you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Awakened Animal Lore.

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AWAKENED MAGIC FEAT 1

AWAKENED ANIMAL

When you awakened, primal magic was released within you. Choose one cantrip from the primal spell list. You can cast this spell as an primal innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

FASCINATED BY SOCIETY FEAT 1

AWAKENED ANIMAL

Just as some humanoids find themselves driven to study nature, you are obsessed with the artificial constructs of society and can't get enough. You are trained in Society. If you would automatically become trained in Society, you instead become trained in a skill of your choice.

As a newcomer, sometimes your understanding is a bit off target. When you fail, but don't critically fail, a Society check to Recall Knowledge or Decipher Writing, you learn the correct information (as you would on a success) and erroneous information (as you would on a critical failure). You don't have any way to differentiate which is which.

LAND LEGS FEAT 1

AWAKENED ANIMAL

Prerequisites swimming animal heritage, aquatic

You are comfortable on land for a short time. You gain a land Speed of 20 and can breathe air for 10 minutes.

LEARN BY WATCHING FEAT 1

AWAKENED ANIMAL

Before your awakening, you watched humanoids performing some skill near you frequently. You didn't know it at the time, but your curiosity led to you picking up the skill. You become trained in your choice of Crafting, Medicine, or Performance. In addition, when you Follow the Expert in exploration mode, you add 2 + your level as your proficiency bonus if you're untrained instead of adding your level alone.

NATURAL SENSES FEAT 1

AWAKENED ANIMAL

You have retained your sharp animal senses even after awakening. Choose one of the following senses appropriate to your kind of animal: darkvision, echolocation 10 feet, low-light vision, scent (imprecise) 30 feet, or tremorsense (imprecise) 30 feet. (Echolocation allows you to use hearing as a precise sense at the listed range.) If your animal kind doesn't typically have a specific type of sense, you can't gain that sense with this feat.

Special You can take this feat multiple times, choosing a different sense each time.

SEA LEGS FEAT 1

AWAKENED ANIMAL

Prerequisites You don't have a swim Speed.

You are comfortable on the water for short bursts. You gain a swim Speed of 10 feet and can breathe underwater for 5 minutes.

SURPRISING FOR A MOMENT

While in the real world a talking bear in armor is a sustained spectacle, in Golarion people are exposed to the fantastical regularly. When GMing for an awakened animal, it's fine to let people be surprised by encountering an awakened animal—they're rare! But allow your NPCs to adjust rapidly so it doesn't become a burden or tax for the player of the awakened animal.

TAKE FLIGHT ❖ FEAT 1

AWAKENED ANIMAL

Prerequisites flying animal heritage

Frequency once per round

Though it's not fully effective, much of your ability to fly has stayed with you. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 15 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.



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TOOTH AND CLAW — FEAT 1

AWAKENED ANIMAL

You've become adept with your born weapons. Choose a second animal attack appropriate to your animal type and heritage.

YOU'RE SO CUTE! — FEAT 1

AWAKENED ANIMAL

You know how to put on the charm, doing playful tricks to win favor. You are trained in Performance and gain the Impressive Performance feat. When performing for humanoids, you gain a +1 circumstance bonus to make an Impression with Performance.

5TH LEVEL

FIERCE GRASP ◆ — FEAT 5

AWAKENED ANIMAL

Prerequisites climbing animal heritage

Requirements You have an opponent grabbed or restrained.

Once you get your hands on someone, it's hard for them to get away. Your opponent takes a –2 circumstance penalty to their next attempt to Escape from being grabbed or restrained by you, and you gain a +1 circumstance bonus to your AC against any attacks they make against you while you have them grabbed.



LATE AWAKENER — FEAT 5

AWAKENED ANIMAL

Prerequisites You have a versatile heritage.

Whether due to a more gradual process or your animal and sapient sides being especially in conflict, your awakening was a little slower than most, but your eyes are now fully open and your abilities have returned. You gain all the mechanical benefits of the awakened animal heritage you selected at 1st level, allowing you to take feats and gain any benefits that require a specific awakened animal heritage.

NATURAL AMBASSADOR — FEAT 5

AWAKENED ANIMAL

Prerequisites awakened mind

You remember what it was like to speak easily with other animals, using old, familiar ways of communication to learn what they want and ask for favors in return. You can ask questions of, receive answers from, and use the Diplomacy skill with all animals, not just those of your kind. You gain a +1 circumstance bonus to Diplomacy when you do, or a +2 circumstance bonus with animals of your kind.

SCURRY! ◆ — FEAT 5

AWAKENED ANIMAL

Prerequisites Tiny size

Trigger You roll initiative.

Your instincts to move to safety are strong. You Stride; you must end your movement in a location where you have cover from at least one enemy you can see, and you can't take this action if it's impossible for you to do so. You can Climb, Fly, or Swim instead of Striding if you have the corresponding movement type.

STRONG OF WING — FEAT 5

AWAKENED ANIMAL

Prerequisites Take Flight

You can fly with a greater distance. The fly Speed you gain from Take Flight increases to 25 feet.

URBAN JUNGLE — FEAT 5

AWAKENED ANIMAL

Prerequisites Fascinated by Society, expert in Society or Survival

Cities are just a new form of wilderness. You've adapted to this wilderness and now can navigate it as easily as where you once came from. When in an urban area, you can move at your full Speed while you Track and you can use your choice of Survival or Society to Track.

WILD STRIDE ◆◆ — FEAT 5

AWAKENED ANIMAL

Requirements You have a free hand.

You can move quickly when using your preferred modes of travel. Stride twice. You gain a +5-foot circumstance bonus to your Speed for these Strides, or a +10-foot circumstance bonus if you have two hands free.

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9TH LEVEL

ANIMAL SUMMONER — FEAT 9

AWAKENED ANIMAL

Prerequisites Awakened Magic

The connection between you and primal magic deepens. You can cast *summon animal* as a primal innate spell once per day, heightened to half your level rounded up.

FULL FLIGHT — FEAT 9

AWAKENED ANIMAL

Prerequisites Strong of Wing

Your flight is unbound, as natural as it was before you were awakened. You have a fly Speed of 25 feet at all times.

13TH LEVEL

AWAKEN OTHERS — FEAT 13

UNCOMMON AWAKENED ANIMAL

Prerequisites master in Nature

You can awaken others just through contact and communication. You learn the *awaken animal* ritual. You use your own nature to supplement the ritual, so it costs 1/10 the value on the Creature Creation Rituals table (*Player Core* 390) instead of 1/5. If you would get a critical failure on the check, you instead get a failure.

DIGGER — FEAT 13

AWAKENED ANIMAL

Prerequisites running or climbing heritage

You are used to building homes and defenses underground. You gain a burrow Speed of 15 feet.

SHARPENED SENSES ◆ — FEAT 13

AWAKENED ANIMAL

Frequency once per round

Your senses have become so sharp that you notice changes subconsciously. You Seek. If you use one of your senses from Natural Senses, you gain a +2 circumstance bonus to the check.

17TH LEVEL

AWAKENED STRIDE — FEAT 17

AWAKENED ANIMAL

Prerequisites Wild Stride

You blend your instinct and intellect to move so fast you seem to be a blur. When you use Wild Stride, you can Stride three times, and you're concealed during the movement.

FEARSOME FORM — FEAT 17

AUDITORY AWAKENED ANIMAL

A fearsome illusion covers you, evoking the terror of the most dangerous animals. You can cast *mask of terror* as a primal innate spell once per day. You can target only yourself, and your appearance is always a monstrous version of yourself.

ANIMAL ATTACKS

Your heritage gives you a special unarmed attack instead of the fist unarmed attack humanoids typically gain. This attack is in the brawling weapon group. Work with your GM to determine which one you have, using the type of animal you are and suggestions in your heritage for guidance. For example, you might choose a beak, talon, or wing for an eagle, a fist or tail for a monkey, or a tongue or jaws for a toad.

Unarmed Attack	Damage	Traits
Antler	1d6 P	Finesse, unarmed
Beak	1d6 P	Finesse, unarmed
Claw	1d4 S	Agile, finesse, unarmed
Fangs	1d6 P	Finesse, unarmed
Fist	1d4 B	Agile, finesse, nonlethal, unarmed
Horn	1d6 P	Finesse, unarmed
Jaws	1d6 P	Finesse, unarmed
Tail	1d6 B	Finesse, trip, unarmed
Talon	1d4 P	Agile, finesse, unarmed
Tongue	1d6 B	Finesse, unarmed
Wing	1d4 B	Agile, finesse, unarmed

TRUE SENSES ◆◆ — FEAT 17

AWAKENED ANIMAL

Prerequisites Natural Senses

Frequency once per day

Your senses are so sharp they pierce through all illusions. You can heighten your senses to non-magically gain the effects of a 6th-rank *truesight* spell for 10 minutes. The ability to "see through" illusions and polymorph effects applies to any precise sense you possess.



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CENTAUR

Centaurs are proud nomads who range far and wide across their ancestral territories, protecting their lands from exploitation and intrusion. They are survivalists who forge tight bonds with family and community and stand firm in the face of danger. Many are skilled hunters, trackers, and warriors who do battle with bow, steel, and hooves. Brave and stubborn, they're willing to challenge even the fiercest foes and largest forces to protect their homes, kin, and the land within their domain.

As hunter-gatherers, centaurs rely upon the bounty of the natural world for sustenance. As youths, they're taught to nurture and respect their surrounding ecosystems so the land remains healthy and bountiful throughout their lives and is preserved for future generations. Centaurs understand that a land exploited or despoiled is a land unfit for survival, just as a herd overhunted dies off. In the ancient past, such carelessness and greed resulted in malnutrition, famine, and loss of territory, and most centaurs are careful not to repeat the mistakes of their distant forbears. Thus, centaurs prefer to adapt to their surroundings, rather than abuse their environments for their own comfort. They're guardians of nature, and their beliefs lead them to clash with careless urbanites and expansionists over exploitative and dangerous practices, including overhunting, overlogging, pollution, and city development.



Centaurs are happiest when mobile, and many feel restless or fall ill if cooped up or sedentary for too long. They're fond of racing and athletics, and are aggressively competitive, always striving to best their previous achievements and to outdo their fellows. This often results in centaurs being judged as contentious and boorish by outsiders. Most centaurs enjoy physical contests, particularly team sports, and award small but valued tokens to victors—though for many centaurs, bragging rights are the greatest prize of all. Not all centaurs compete as athletes, but most centaurs enjoy exertion and take naturally to activities that get their blood pumping and their heart racing.

If you want to play a character who runs free and proud, always looking out for their companions, you should play a centaur.

You Might...

- Go to great lengths to protect your home and the people you love.
- Enjoy competition, particularly organized sports and tests of strength or endurance.
- Respect and value the natural world.

Others Probably...

- Assume you're an expert archer or fierce warrior.
- Think you understand horses.
- Consider you aggressive and overly competitive.

Physical Description

Centaurs have the form of muscular humans with the bodies of horses from the waist down. They're hardy and stable, capable of carrying heavy burdens and cumbersome loads for long periods. Centaurs display great variation in their size, hair, and coloration, with most averaging 7 feet tall and weighing over 2,000 pounds. While coloration is often inherited, a centaur's coat markings are unpredictable, and many take pride in the distinct patterns, placements, and chromatic shifts of their coats. These markings are present at birth and don't change over the course of a centaur's life. In ages past, a centaur's markings were used to divine their future. Though this tradition has fallen out of favor since the death of prophecy, some particularly rare markings are still considered lucky or an ill omen today.

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Society

Centaurs are originally from the continent of Casmaron, and most still reside there today, particularly in Iblydos and Iobaria. In Iblydos, many centaurs are agrarian, carefully and sustainably tending farmland and gardens, particularly for wildflowers, olives, figs, and grapes, from which they vinify a beloved (and potent) local wine. Thanks to popular folktales regarding the near-mythical centaurs Elthavus and Ventriadi, famed mentors to numerous ancient Iblydan hero-gods of old, it is traditionally believed that centaurs excel at training heroes. Centaurs have done nothing to dissuade this notion. Most centaurs enjoy the act of mentorship, and aging military leaders, healers, astronomers, engineers, and other experts are often thrilled to pass their knowledge down to younger generations. Thanks to their competitive nature, some centaur teachers compete with one another over who can train the most promising students, soldiers, and intellectuals.

Over the ages, centaurs spread throughout much of the Inner Sea via Iobaria, most notably the Isle of Kortos, where grudges against the citizens of Absalom are long-enduring. There, centaurs wage guerrilla warfare against the constant intruders into their territory and clash with nearby harpies and minotaurs. They range across the lowlands and forests, in alpine meadows, and throughout the Immenwood.

Centaurs maintain large territories that they range through in a nomadic lifestyle, living as mobile communities of hunter-gatherers. These areas are well defined and have been maintained through generations. At the heart of each territory is a centralized location of import. Often a religious site, meeting place, or camp is maintained for sick and the elderly centaurs who can no longer travel with the rest of their band. Occasionally, this camp is a permanent settlement, constructed of wood, limestone, clay bricks, or marble, depending on the region and environment, and surrounded by fields of carefully tended crops or flocks of chickens, goats, or sheep. Centaurs have a passing fondness for animals, but rarely keep domesticated pets and find horses off-putting.

A centaur band is a tight-knit community, led by a respected member of the group who's proven capable, wise, and calm under pressure. Usually, these leaders are middle-aged and older, as centaurs consider life experience a necessary quality in a leader. Rarely, a centaur or band chooses to become sedentary or integrate with a larger nation. These are often small bands whose territories have been destroyed or stolen, emissaries representing their bands, adventurers, loners, outcasts, or even bands who simply can't survive against a superior military enemy. Regardless, this choice is not made lightly, as most centaurs feel constrained in urban environments, particularly in settlements built for people smaller than them.

When built, centaur constructions are large and airy to allow for range of movement. Their buildings are communal, always aboveground, and open to the elements in places—wide doors held open, or roof and wall hatches to allow in light. Most are built of wood, thatch, and mudbrick while in Iblydos, harder materials like marble and stone are more likely. In Iobaria, they often repurpose old cyclopean ruins, which offer plentiful space.

In Iobaria, herbalism, medicine, and magical purification are more commonly valued skills, thanks to the incessant plagues and illnesses that are prevalent in the region. A centaur band dare not travel without a few skilled healers, and even hunting parties and scouts rarely split off for long. Centaur healers and herbalists frequently put aside their differences and affiliations to exchange knowledge at annual meetings known as Soothings. There, band representatives from across the nation exchange medical breakthroughs and other knowledge. The largest of these Soothings occurs biannually in Vurnirn, the largest centaur settlement in Iobaria.

RARITY
Uncommon

HIT POINTS
8

SIZE
Large

SPEED
30 feet

ATTRIBUTE BOOSTS
Strength
Wisdom
Free

ATTRIBUTE FLAW
Charisma

LANGUAGES
Common
Fey
Additional languages equal to your Intelligence modifier (if positive). Choose from Arboreal, Cyclops, Dwarven, Elven, Gnomish, Halfling, Jotun and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Beast
Centaur
Humanoid

DARKVISION
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

MOUNT
Your equine body is well suited for carrying trusted allies. A PC can ride you if they are one size category smaller than you (Medium size, for most centaurs), rather than needing to be two size categories smaller.

ROBUST
You increase your maximum and encumbered Bulk limits by 2.

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In Kaer Maga, Cheliax, Molthune, and Oprak, centaurs have assimilated with the larger nations, sometimes living as citizens and merchants, but more often serving as soldiers and mercenaries. In Garund, centaurs range across plains and savannas. They get along well with other nature-conscious cultures, teaming up with catfolk, tripkees, elves, and orcs to battle demons near Lake Ocota, undead near the borders of Geb and Mzali, and other dangerous threats. Centaurs remain open foes with Taldor and Andoran, remembering well the old wars with the expansionist Taldan empire that drove them into the Verduran Forest. Many in these regions dream of retaking their ancestral territories back from Taldan and Andoran control—a dangerous pipe dream certain to result in the deaths of countless centaurs.



Centaurs believe in reform and often rely on community pressure to discourage harmful behaviors. The unrepentant and the greatest transgressors face exile beyond the band's borders; centaurs avoid ending the lives of their own, except during times of war and mid-battle. While some centaur bands, serving demons and other foul gods, may attack other centaurs, even they prefer to harry other foes.

Centaurs consider saddles and bridles both restricting and shamefully insulting, akin to being shackled and caged. They despise being ridden and refuse to serve as a mount except in the direst of circumstances or emergencies, or only by their most trusted companions.

Centaurs have a single name and sometimes earn an appellation through their deeds, appearance, or personality traits, such as Thunderhoof or Windrunner. When beyond their territorial borders, centaurs use their band's name as an additional identifier. Centaurs who settle in other nations either adopt their band name as a last name or create a unique last name of their own, founding a lineage that's passed down to future generations.

Sample Names: Aecora, Demeleon, Ertris, Hycanthe, Irdan, Jalvayne, Karala, Malion, Oridius, Tolron, Vorag

Beliefs

The beliefs of a centaur often depend on where and how they were raised. Many centaurs follow the Green Faith or worship deities who share their respect for nature, such as Cernunnos, Erastil, or Gozreh. Others feel kinship with Desna, goddess of travel. Healers and herbalists favor Immonhiel or Pharasma. In urban areas, Kurgess and Gorum are favorites, depending on the centaur's temperament and profession.

Centaurs have two primary religious figures: Greenspeakers and Faithspeakers. Greenspeakers are one with nature, followers of the Green Faith, exceptional herbalists, and otherwise learned in the ways of the natural world. Faithspeakers are pious devotees of gods, demons, celestials, and other beings. Both are given equal respect, considered two sides of the same coin. Through their Speakers, centaurs interact with the world beyond what they can see and feel, and lead ceremonies, celebrations, and prayers. Celebrations are usually divided into two categories: beginnings and endings, with beginnings such as weddings, births, and spring celebrated at dawn, and endings such as harvests, funerals, and partings celebrated at dusk. Death rites vary by region and culture, but sedentary bands and those who cultivate fields, gardens, or crops, often burn their dead on pyres, releasing their spirits from their material bodies, then using the resulting ashes to fertilize fields or gardens so the dead can continue to serve their community. In regions with rocky ground or frigid climate, centaurs instead bury their dead under cairns and stone mounds.

Popular Edicts ensure knowledge is passed on, live in harmony with the natural world, play fair in an honest competition

Popular Anathema fail to roam, aid in the wanton destruction of a natural landscape

Centaur Heritages

Centaurs are a diverse people who adapt to their environment and the labors they perform. Choose one of the following centaur heritages at 1st level.

Budding Speaker Centaur

You were born with a spark of magic that could set you on the path to becoming a Greenspeaker or Faithspeaker. Select divine or primal. If you selected divine, you're a Faithspeaker. If you selected primal, you're a Greenspeaker. This choice can't be changed. You gain one cantrip from the chosen spell list. You can cast this spell as an innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Fleetwind Centaur

You're sleek of frame and capable of reaching incredible speeds on hooves alone. Your Speed increases by 5 feet.

Ironhoof Centaur

Your hooves are incredibly strong and serve as formidable weapons. You gain a hoof unarmed attack that deals 1d6 bludgeoning damage. Your hooves are in the brawling group and have the agile and unarmed traits.

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Mottle-Coat Centaur

Your coat is mottled or striped, granting you natural camouflage in your home environment. Select a terrain from the following: arctic, desert, forest, mountain, plains, or swamp. In your selected terrain, you gain a +1 circumstance bonus to Stealth checks to Hide or Sneak and to Deception checks to Feint.

Ponygait Centaur

You are smaller than most other centaurs, though no less fleet of foot. Instead of Large, your size is Medium. You gain a +1 circumstance bonus to Reflex saving throws.

Stoutheart Centaur

You're a hardy centaur, firm of stance and strong of heart. You gain 10 Hit Points from your ancestry instead of 8 and gain a +1 circumstance bonus to Acrobatics checks to Balance and to your Reflex DC to avoid being tripped.

Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a centaur, you select from among the following ancestry feats.

1st Level

Centaur Lore — Feat 1

CENTAUR

You've learned how to nurture your environment and to care for your people. You gain the trained proficiency rank in Medicine and Nature. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Centaur Lore.

Centaur Weapon Familiarity — Feat 1

CENTAUR

You've trained in the weapons favored by your people, becoming a skilled archer and jouster. You have familiarity with the lance, longbow, longspear, shortbow, and spear—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

Practiced Brawn — Feat 1

CENTAUR

You're accustomed to long days filled with hard physical labor. You gain a +1 circumstance bonus to Athletics checks to Force Open and Shove, and to Fortitude saving throws to resist becoming fatigued. When you roll a success on an Athletics check to Shove, you get a critical success instead.

Skilled Herbalist — Feat 1

CENTAUR

You've been taught how to craft healing remedies with a variety of herbs and plants. You gain the Alchemical Crafting feat, except you must select the following items to add to your formula book: lesser antidote, lesser antiplague, and minor elixir of life, as well as a fourth 1st-level common alchemical formula of your choice. You can use Nature to Craft an alchemical item that has the healing trait, rather than Crafting.

Steelhoof — Feat 1

CENTAUR

Prerequisites ironhoof centaur heritage

You've girded your hooves in steel or other reinforcements aimed to inflict maximum damage. Your hoof attack deals 1d8 bludgeoning damage instead of 1d6.



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5TH LEVEL

ACCOMMODATING MOUNT — FEAT 5

CENTAUR

You've trained to serve as a mount, if only for your most trusted allies. When another PC rides you as a mount, your expert coordination allows them to gain three actions at the start of their turn, rather than the two they normally would for riding another PC (see page 9). You still gain only two actions at the start of your turn, instead of three, as you spend one action keeping them balanced on your back and ensuring they're firmly mounted.

DISTANT ARCHER — FEAT 5

CENTAUR

You've trained to harry your foes from great distances, using your swiftness to maintain distance and keen eyesight to stay on target. You reduce the penalty for attacking beyond your first range increment by 1, to a minimum of 0, when using weapons in the bow weapon group.



PROUD MENTOR — FEAT 5

CENTAUR

You enjoy mentoring others and take pride in your students' accomplishments. If you get a critical failure on an attempt to Aid, you get a failure instead. Whenever you successfully Aid an ally who critically succeeds on the check you Aided them on, you feel a rush of pride, gaining temporary Hit Points equal to your level, which last for 1 minute.

SPEAKER IN TRAINING — FEAT 5

CENTAUR

Prerequisites budding speaker centaur heritage or the ability to cast a divine or primal spell

You've begun your training as a Speaker. Select divine or primal. If you selected divine, you're a Faithspeaker. If you selected primal, you're a Greenspeaker. If you've already made this decision (such as due to being a budding speaker) you must select the same Speaker you previously chose. This choice can't be changed. If you're a Faithspeaker, you can cast *bless* once per day as a divine innate spell; if you're a Greenspeaker, you can cast *fleet step* once per day as a primal innate spell.

9TH LEVEL

HERBAL FORAGER — FEAT 9

CENTAUR

Prerequisites Skilled Herbalist

Your skill with herbs has improved. Each day as part of your daily preparations, you can harvest ingredients from your surroundings to craft one temporary alchemical item you know the formula for. This alchemical item must have the healing trait. If not consumed by your next daily preparations, the item is rendered inert.

FIERCE COMPETITOR ❖ — FEAT 9

CENTAUR MENTAL

Frequency once per day

You challenge a single ally to a physical competition. This competition must involve accomplishing a specific goal for a specific use of the Acrobatics or Athletics skill, such as Climbing to the top of a wall, Tripping a specific foe, or Long Jumping across a chasm. You and your selected ally gain a +2 circumstance bonus to the associated skill check for 1 minute or until one of you wins the challenge, whichever is first. If you win this competition, you gain a +2 status bonus to Intimidation checks for 1 hour.

MENTOR OF LEGENDS — FEAT 9

CENTAUR

You're an extraordinary teacher, capable of inspiring your students to amazing feats of athletics and ingenuity. Once per day, you can cast *heroism* as an innate divine spell; in addition to its normal effects, the spell also grants temporary Hit Points equal to half your level. You can't cast this spell on yourself.

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RIDE ON ↷ FEAT 9

CENTAUR

Frequency once per hour

Trigger You would gain the fatigued condition.

Even when tired, you refuse to give up, pushing yourself to extreme feats of endurance. You delay the effects of the fatigued condition for 3 rounds. If the fatigued condition has a duration, the duration begins to elapse only after the delay. You can't further delay or prevent the fatigued condition after this ability ends.

SPEAKER'S DEFENSE FEAT 9

CENTAUR

Prerequisites budding speaker centaur heritage or Speaker in Training

As a Speaker, you've forged a deep bond with powerful spirits who you can urge to rise up to defend you and your people. If you're a Faithspeaker, you can call on gods or powerful planar beings to cast *share life* and *status*, each once per day as innate divine spells; if you're a Greenspeaker, you can call on the forces of nature to cast *entangling flora* and *environmental endurance*, each once per day as innate primal spells.

STUBBORN DEFIANCE FEAT 9

CENTAUR

You're brave and stubborn and refuse to back down or bow to the wishes of another. You gain a +1 status bonus to saves against mental effects. Additionally, you gain the I Defy You! reaction.

I Defy You! ↷ (fortune, mental) **Trigger** You fail a save against a mental effect; **Frequency** once per hour; **Effect** You reroll the triggering save and must take the second result.

13TH LEVEL

CAMOUFLAGE COAT FEAT 13

CENTAUR

Prerequisites mottle-coat centaur heritage

You've learned to use your natural camouflage to your advantage, enhancing your ability to blend with your surroundings through careful movements and additional markings or attire. In your selected terrain, you can Hide or Sneak without cover or being concealed.

INCREDIBLE SPRINT ◆◆◆ FEAT 13

CENTAUR

You push yourself, unleashing a burst of sudden speed. You Stride three times.

MIRACULOUS MEDIC FEAT 13

CENTAUR

Your ability to heal others is miraculous enough to bring people back from near-death. Once per day, you can cast *breath of life* as an innate primal spell.

CENTAUR ADVENTURERS

Centaurs enjoy traveling and excitement, and are drawn to a life of adventure, though few enjoy leaving their band. Centaurs commonly adventure to protect their lands and people from outsiders or great evils, to explore new territories, or to act as ambassadors. Many have the field medic, herbalist, hunter, nomad, scout, or soldier background. Centaurs who favor combat most often become fighters or rangers, while Faithspeakers and Greenspeakers are more likely to be clerics, druids, oracles, or witches. While some centaur healers are alchemists, it's more likely a centaur adopts the herbalist or medic archetype.

TRAMPLE ◆◆◆ FEAT 13

CENTAUR

You've trained to stampede right over smaller foes without causing yourself any harm. Stride up to double your Speed; you can move through the spaces of creatures at least one size smaller, Trampling each creature whose space you enter. You can attempt to Trample the same creature only once in a single Trample. You deal bludgeoning damage equal to your hoof attack (or your unarmed strike if you lack a hoof attack) against these creatures, who can attempt a basic Reflex save against your class DC.

17TH LEVEL

MERGE WITH THE SOURCE FEAT 17

CENTAUR

Prerequisites budding speaker centaur heritage or Speaker in Training

You're among the most powerful of Speakers and can adopt the form of the spirits you entreat with. Select one of the following spells, which you can cast once per day as a 7th-rank innate spell. If you're a Faithspeaker, select from *angel form* (*Secrets of Magic* 89), *daemon form* (*Secrets of Magic* 98), *demon form* (*Secrets of Magic* 99), or *devil form* (*Secrets of Magic* 99), which you cast as a divine spell; if you're a Greenspeaker, select from *elemental form* or *plant form*, which you cast as a primal spell.

STARSHOT ARROW ◆ FEAT 17

ATTACK CENTAUR

The greatest centaurs need not wait until their stories are over to touch the stars in the sky. You draw an arrow (or other ammunition), whisper a short invocation over it, and then Strike with a ranged weapon. The arrow becomes a bolt of starlight, changing its damage to your choice of force or spirit and granting it the effects of the *ghost touch* rune. When the arrow Strikes its target, it unravels into a constellation of starlight that wraps around the target's limbs, imposing a –10-foot circumstance penalty to its Speeds for 2d4 rounds or immobilizing it if the Strike was critical hit. The target can untangle itself by spending an Interact action to break free.

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MERFOLK

Merfolk live in every ocean of Golarion, infinite in their variety and awe-inspiring in their majesty. They consider themselves, not without some merit, the rulers of the sea. Among the tropical reefs of the Fever Sea, merfolk build temples and palaces of brightly colored corals. Beneath the ice floes of the Shining Sea, merfolk hunt seals and whales for food in small, standoffish clans. In the Embaral Ocean, merfolk populate the great trading city of Alohmab, built into the shell of a titanic snail that crawls across the ocean floor.

Though merfolk's everyday lives aren't all that different from those of the surface dwellers above, they have a much more intimate relationship with magic. In the aquatic environment of the open ocean, much that relies on fire and metal is impossible. Instead, merfolk shape sound and water with magic, using them as both tools and weapons. Such skills are widely distributed throughout all merfolk communities, even among those without formal magical training.



If you want to play a character who embodies the grace, wonder, and danger of the sea, you should play a merfolk.

You Might...

- Consider magic a normal tool, something common and useful, rather than a sublime mystery.
- Have a sense of superiority when it comes to the water, whether that be arrogant disdain for anyone who swims or sails or parental concern that they might hurt themselves.

Others Probably...

- Are impressed by your musical and mystical talents.
- Assume that life beneath the waves is vastly different than life on the surface.

Physical Description

Merfolk are among the most distinct ancestries on Golarion; one can't really mistake a merfolk for anything else. From the waist up, merfolk have the bodies of humanoids with powerful bodies and sharp, aquadynamic features. Their eyes are a little larger than those of a human, and many have slightly pointed ears, similar to those of aiuvarins. Below the waist, merfolk have the bodies of great fish, each with a long, scaled tail ending in a fin or pair of fins.

Merfolk come in every color of skin and scale imaginable. Most often, their human bodies have skin tones similar to those of humans or elves living in the same area—the merfolk of the Shackles, for instance, bear a certain similarity to the Lirgeni, while those who live in the Steaming Sea somewhat resemble their Ulfen neighbors. Merfolk who dwell farther from land take on colorations closer to fish tones of blue, gray, or even green. Deep-sea abyssal merfolk have dark gray, midnight blue, or even translucent skin.

Merfolk fish tails are colored similarly to local fish populations. In the temperate zones where most merfolk live, they have iridescent, silvery bodies with traces of gray or blue; tropical merfolk might display patterns of brilliant colors, while those born in the depths might have translucent scales or faintly bioluminescent stripes.

Society

Merfolk can be found in the corners of every ocean, but the largest concentration lives in sprawling aquatic kingdoms on continental shelves, usually in temperate waters teeming with fish. Merfolk look at the deep water in roughly the same way that surface dwellers look at mountains or deserts: some people can live there, but it isn't exactly ideal terrain. Merfolk territories consist of several settled villages and cities, sometimes

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organized under aristocratic families with courtly politics to rival those found in any Inner Sea monarchy. These political entities pursue active diplomacy with one another, making alliances and trade treaties. Many tend to be more standoffish toward surface dwellers, but some are fascinated by the surface and actively seek to learn about it, whether by using specialized water-filled mobility devices to come onshore or through ancient transformation magics.

Merfolk value magic very highly, and any merfolk hoping to rise to a leadership role is expected to have a powerful grasp of the sorcery of wind, wave, and song. Merfolk kings and queens aren't necessarily the most powerful mages in their territories, but they're usually not far from it, as they have access to a wealth of teachings and artifacts passed down from one generation to the next.

Merfolk have as many naming patterns as there are merfolk cultures, but a few tendencies predominate. Dolphin-like clicks and whale-like groans punctuate mellifluous merfolk names, and variances in pitch and tone help distinguish similar names from one another. Merfolk who regularly deal with surface dwellers often adopt names borrowed from local surface cultures, especially since merfolk names tend to sound strange and awkward to their own ears when pronounced in air rather than water.

Sample Names: Aloori, Iri'kik, Ouliette, T'konaa, Uathanak

Beliefs

In general, merfolk follow the morals and customs of their parents and the communities in which they were raised. These vary greatly throughout the world. For instance, some merfolk are expected to live harmoniously with nature, while others follow a rigid set of laws ordained by their ancestors. Many merfolk believe that acts of altruism raise a community as a whole, even if they don't immediately produce beneficial results for the one who performed the deed in the first place.

Merfolk worship is, like their societies, diverse. Deities with control over water are placed in high regard, and most communities have a shrine to Gozreh or one of the Elemental Lords of Water: Kelizandri or Lysianassa. Abadar is a popular god in some larger merfolk settlements, and a version of Erastil—more associated with sharks than with stags—is worshipped in smaller villages.

Popular Edicts aid one's neighbor whenever possible, bring the beauty of music to the world, protect the seas from threats within and without

Popular Anathema fight the current head-on, use magic to harm innocents or hoard wealth

Merfolk Heritages

Merfolk heritages often reflect the oceans in which they live. Choose one of the following merfolk heritages at 1st level.

Abyssal Merfolk

You live far, far below the surface of the ocean. Your fish tail might resemble a viperfish or anglerfish, and you might have luminous eyes or translucent skin. Abyssal merfolk have an uncanny reputation, but they can exist in even the most lightless realms. You gain darkvision and are immune to the crushing pressure of the oceanic depths.

Carcharodon Merfolk

As a fearsome shark merfolk, your lower body is similar to that of one of the apex predators of the ocean. Like a shark, you can smell blood from quite a distance. You gain scent as an imprecise sense with a range of 30 feet. However, you can smell spilled blood at a range of 120 feet in the air and 500 feet in the water.

RARITY
Uncommon

HIT POINTS
8

SIZE
Medium

SPEED
5 feet
Swim 25 feet

ATTRIBUTE BOOSTS
Dexterity
Charisma
Free

ATTRIBUTE FLAW
Constitution

LANGUAGES
Common
Thalassic
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Azlanti, Draconic, Elven, and Fey, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Amphibious
Humanoid
Merfolk

AQUATIC GRACE
When you roll a success on a saving throw against a water effect, you get a critical success instead.

LOW-LIGHT VISION
You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

HYDRATION
Your body requires you to return to aquatic environments at least once in a 24-hour period. After the first 24 hours outside of water, you take a –1 status penalty to Fortitude saves. After 48 hours, you struggle to breathe air and begin to suffocate until returned to water.

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Pelagic Merfolk

You're a merfolk of the open seas. Your tail is patterned after the silvery tuna and herring that school by the million in your hunting grounds. Water obeys your will, and with a quick word, you can draw a sheathe of it around you. You gain the Shielding Wave action.

Shielding Wave ❖ (primal, water) You raise a magical barrier of twisting currents. Until the start of your next turn, the first time you take acid or fire damage, you gain resistance to that damage equal to half your level (minimum 1). The resistance is equal to your level instead if you're submerged in water, if you already Cast a Spell with the water trait, or if you used another ability with the water trait this turn.

Reef Merfolk

You were raised amid colorful corals and schools of tropical fish. Compared to most merfolk, your body is vividly hued with stripes, spots, and patterns like a clownfish or angelfish. You're used to the occasionally toxic denizens of your home and are bothered little by stings or petty poisons. You gain poison resistance equal to half your level (minimum 1), and each of your successful saving throws against a poison affliction reduces its stage by 2, or by 1 for a virulent poison. Each critical success against an ongoing poison reduces its stage by 3, or by 2 for a virulent poison.



Sailfish Merfolk

The lower half of your body resembles a powerful sailfish, complete with a large dorsal fin. Using this fin, you can move through the water faster and leap farther. Your swim Speed increases to 30 feet. When you attempt a High Jump or Long Jump, you gain a +1 circumstance bonus to the Athletics check, and you can Swim instead of Striding before attempting the jump.

Merfolk Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a merfolk, you select from among the following ancestry feats.

1st Level

Merfolk Lore — Feat 1

MERFOLK

You paid close attention to your lessons in school. You gain the trained proficiency rank in Arcana and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore feat for Merfolk Lore.

Merfolk Weapon Familiarity — Feat 1

MERFOLK

You were taught the most effective weapons of the sea. You gain access to all uncommon weapons with the merfolk trait. You have familiarity with crossbows, heavy crossbows, longspears, spears, and tridents—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

Ocean's Bite — Feat 1

MERFOLK

Prerequisites abyssal or carcharodon merfolk heritage

Your jaws open wider than a humanoid mouth should, showing off multiple rows of serrated shark teeth or a viperfish-like nest of needles. You gain a jaws unarmed attack that deals 1d8 piercing damage. Your jaws are in the brawling group.

Seasong — Feat 1

MERFOLK

Sound carries far beneath the waves, and your people have strong, enchanting voices. You become trained in Performance.

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If you would automatically become trained in Performance (from your background or class, for example), you instead become trained in a skill of your choice. In addition, you gain the Virtuosic Performer skill feat for singing, and your voice carries equally well above and below water.

SWIMMER'S GUIDANCE FEAT 1

MERFOLK

You're always ready to help those floundering in the water. Any ally who starts their turn within 30 feet of you and in the same body of water gains a 10-foot swim Speed until the end of their turn. If any ally affected by Swimmer's Guidance rolls a critical failure on an Athletics check to Swim, they get a failure instead.

WAVE SPEAKER FEAT 1

MERFOLK

Being part fish yourself, you can speak the language of the sea. You can ask questions of, receive answers from, and use the Diplomacy skill with animals that have the amphibious trait, aquatic trait, or a swim Speed, such as fish, crabs, and some seabirds (like penguins). The GM determines which animals count for this ability.

5TH LEVEL

APPRENTICE SEA WITCH FEAT 5

MERFOLK

You're familiar with the basic spells that most educated merfolk know. Once per day, you can cast either *create water* or *hydraulic push* as a 1st-rank primal innate spell. Each time you cast *create water*, you choose if you create fresh water or salt water.

FISHBLOODED FEAT 5

MERFOLK

There's nothing beneath the waves that can slow you down. When in an aquatic environment, you ignore difficult terrain. In addition, swimming up or down isn't difficult terrain for you.

HEALING FLESH FEAT 5

MERFOLK

Some legends claim that the flesh of a merfolk, if consumed, can grant health, longevity, and even immortality. For obvious reasons, merfolk prefer to discourage these rumors (with violence, if necessary), but you're living proof that there's at least a fraction of truth to such claims. When Administering First Aid, Treating Disease, or Treating Wounds, you can take 1 damage to give someone a drop of your blood. When you do so, you don't need healer's tools, and you gain a +1 item bonus to your Medicine check.

If someone were to eat your heart and liver within an hour of your death, they would be healed of all physical injuries (regaining Hit Points up to their maximum) and would cease to age for 8 years.

MERFOLK ADVENTURERS

Merfolk become adventurers for all sorts of reasons, but one thing is certain—the decision to leave home, especially to go and live above the waves, is never taken lightly. Some merfolk adventure to defend their homes or forge alliances with other peoples, while other merfolk are exiles, banished for crimes they might or might not have committed. And of course, some merfolk are just curious about the surface world.

Merfolk come from all kinds of backgrounds—adventurous merfolk might come from the artisan, guard, sailor, or warrior backgrounds, and merfolk have their share of emissaries and nobles as well. With their affinity for magic, many merfolk become wizards, witches, or magi. Less magically inclined merfolk are more likely to become fighters (having trained in the local militia) or occasionally rangers, bonding with sharks or other sea life.



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STRONG TAIL — FEAT 5

MERFOLK

From sheer necessity, you've gotten surprisingly good at moving around on land. Your tail is unusually muscular and lets you hop or slither on land at a modest speed. Your land Speed increases to 15 feet.

9TH LEVEL

ILL TIDE — FEAT 9

CONCENTRATE MERFOLK MISFORTUNE PRIMAL

Frequency once per day

Trigger A creature within 30 feet of you critically fails an attack roll, skill check, or saving throw

Some land dwellers say that merfolk are bad luck. You might not cause bad luck, but you can certainly keep it going. The next time the triggering creature attempts an attack roll, skill check, or saving throw, it must roll twice and use the worse result.



SHORE GIFT — FEAT 9

CONCENTRATE MERFOLK POLYMORPH PRIMAL

Using old magic, you slip off your tail like an item of clothing and walk on two feet, resembling a humanoid ancestry, usually human but possibly elf, half-elf, or something stranger. You're still recognizably yourself, as the Shore Gift doesn't change your upper body. While transformed, you lose your swim Speed from your ancestry (though you might still have a swim Speed from other sources) but gain a land Speed of 25 feet.

Using the Shore Gift also counts as creating a disguise when using Deception to Impersonate, and your transformation automatically defeats Perception DCs to determine if you're a normal member of whatever ancestry you appear to be; only creatures actively rolling Perception to examine you might notice the disguise. You can remain in your alternate form indefinitely and can shift back to your merfolk form by using this action again.

SIREN SONG — FEAT 9

AUDITORY MENTAL MERFOLK PRIMAL

Frequency once per day

Prerequisites expert in Performance

You can beguile and bewitch with your song. All creatures in a 60-foot emanation must attempt a Will save against your Performance DC. On subsequent rounds, you can Sustain the song, causing each creature in the area currently affected by your song to attempt another Will save. Typically, creatures that have traveled with you for a significant time, such as your fellow party members, are immune to your Siren Song.

Critical Success The target is unaffected and becomes immune to your Siren Song for 24 hours.

Success The target is fascinated with you until the end of your next turn.

Failure As success, and the target is stupefied 1 for as long as it's fascinated.

Critical Failure As success, and the target is stupefied 2 for as long as it's fascinated.

TEARS OF PEARL — FEAT 9

EMOTION MANIPULATE MENTAL MERFOLK PRIMAL VISUAL

Frequency once per day

You weep, and your tears become gleaming pearls as they fall to the ground, so beautiful others can't help but grab at them. All creatures adjacent to you must attempt a Will save against the higher of your class DC or spell DC. The pearls dissolve at the start of your next turn, turning into salt water.

Critical Success The target is unaffected.

Success The target is slowed 1 until the start of your next turn as it covets the pearls or reaches for them.

Failure The target is slowed 1 until the start of your next turn as it grabs for the pearls, and if it doesn't have a free hand (or similar appendage), it must spend its first action on its next turn to Release one item it's holding.

Critical Failure As failure, but the target is slowed 2 instead of slowed 1.

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13TH LEVEL

PUMMELING WHIRLPOOL ◆◆ FEAT 13

CONCENTRATE MANIPULATE MERFOLK PRIMAL WATER

Frequency once per day

You draw water from the environs, swirling it into a rough torrent around you to punish your foes. Each creature in a 10-foot emanation (or 15 feet if you're in a body of water) takes 8d6 bludgeoning damage with a basic Reflex save against the higher of your class DC or spell DC. A creature that fails its save is knocked prone. At 17th level, the damage increases to 11d6.

SEA WITCH FEAT 13

MERFOLK

You've studied the waves, and they obey your will as extensions of your own fin. You can cast *aqueous orb* and *control water* as 5th-rank primal innate spells, each once per day.

17TH LEVEL

DOOM OF SAILORS ◆◆ FEAT 17

AUDITORY CONCENTRATE EMOTION FEAR MENTAL MERFOLK PRIMAL

Frequency once per day

Sailors know that the sight of an angry merfolk might well mean that they never see the shore again. You sing a song that foretells the fate of a creature you can see within 60 feet. The fear that grips the target's soul causes 10d10 mental damage, depending on the target's Will save against the higher of your class DC or spell DC. A creature who's in the water or onboard a seagoing vessel takes a –4 circumstance penalty to its saving throw.

Critical Success The target is unaffected.

Success The target takes half damage and is frightened 1 as it glimpses its demise.

Failure The target takes full damage and is frightened 1. In addition, it rolls twice for all skill checks and saving throws it attempts until the end of its next turn and takes the worse result; this is a misfortune effect.

Critical Failure As failure, except double damage and frightened 2.

KRAKEN'S CALL ◆◆◆ FEAT 17

CONCENTRATE MANIPULATE MERFOLK PRIMAL

Frequency once per day

You call forth the sleeping krakens of the deep to crush your enemies. You open a dozen small portals to some lightless, watery abyss in a 30-foot burst within 120 feet. The powerful tentacles of a kraken reach through to grab at each creature in the area. Each affected creature takes 8d6 damage depending on its Fortitude save against the higher of your class DC or spell DC. You can Sustain the call up to 1 minute. The first time you Sustain it on each subsequent turn, each creature in the area not already grabbed by the tentacles must attempt the save.

Success The creature is unaffected.

Failure The creature takes full damage and is grabbed by a tentacle. A creature that's still grabbed by a tentacle at the end of its turn takes 3d6 bludgeoning damage. The tentacles' Escape DC and AC are both equal to the higher of your class DC or spell DC. A creature can attack a tentacle to attempt to free the creature trapped by it; a tentacle is destroyed if it takes 30 or more damage in a single round.

Critical Failure As failure, but double damage.

OUTSEA

By far the strangest community connected to merfolk is that of Outsea, a mid-sized town in the middle of the River Kingdoms, hundreds of miles from the nearest ocean. Long ago, an aquatic mercenary company forged far inlands, only to find that their magic failed them at a critical moment. To everyone's surprise, they survived and now reside in a magically maintained lake of salt water in the middle of Avistan.

Outsea is home to not just merfolk but also sedacthies, azarketi, nagas, and several other aquatic species. They're ruled by a military junta, the Council of Generals, and by Danglosa, an anglerfish claiming to be a demigod. The inhabitants are quite martial but also far more comfortable dealing with the surface world than basically any merfolk anywhere else; it's fair to say that Outsea merfolk are considered unusual by other merfolk.



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MINOTAUR

Minotaurs stalk complex passageways, whether natural or artificial, and are masters of stone architecture. Inquisitive and steadfast, these bovine humanoids spend their lives perfecting the pursuit that calls to them, which can sometimes lead them far from the enclaves where they were raised. Minotaurs are originally from the Iblydos archipelago but have spread far and wide across Golarion, forming close-knit communities often near mountains or beneath the surface of the earth. Though sometimes mistaken for simple brutes, minotaurs have scholars and warriors alike. Those who can look past their appearance will find an affinity for building and navigation, as well as creative problem-solving.

The myth many minotaurs tell of their origins is one of craft, curses, and misunderstanding. Millennia ago, Iblydos was filled with living deities who walked among and ruled the mortal people. A stonemason named Tavdrinos, admired by mortals and hero-gods alike, received a vision from a hero-god to create a glorious temple, though the myth doesn't name which one. The mason found the images of the vision murky: scrambled glimpses of twisting columns, charging bulls, and a defiant stand made by an unknown figure. It was hardly a detailed commission, but one does not refuse a divine order. The mason labored for 17 years before his task was done. The three-story temple celebrated the glory of the hero-god and their sacred animal, the bull. Upon the hero-god's arrival, Tavdrinos expected to be met with praise and congratulations, but the deity flew into a rage instead. Tavdrinos had misunderstood the vision, for the bull was a hated beast, not a celebrated ally. As punishment for this accidental insult, the hero-god cursed Tavdrinos with the hated shape of the bull. Angered by both the curse and his failure to please the deity, the mason retreated to a series of caves under the temple, where he continued his work as the first minotaur.



If you want to play a character with strength of body, who expresses themselves through craft more than words, you should play a minotaur.

You Might...

- Decorate your hooves and horns with designs or colors of personal significance.
- Be adept at navigation and puzzles.

Others Might...

- Be intimidated by your size or think you calculating.
- Think you can see through stone.

Physical Description

Minotaurs are tall, bulky humanoids with the bovine features such as horns, hooves, and elongated faces. Their fur patterns are frequently monotone in deep browns or blacks, though white or gray aren't uncommon. Though the large size of a minotaur might cause one think they are clumsy, the truth is quite the opposite. Minotaur hooves rest on a delicate balance point, making their footfalls quiet and precise. However, when there is a need to be heard, the steps of a minotaur can fall like thunder.

A minotaur's horns are a source of pride and often accented by pieces of fashion. Those with longer horns add rings and chains around them, cast in whatever rare metals are affordable, or dye or engrave patterns along them. Those with not much horn to speak of instead shave their fur around the base of the horns, possibly adding stylish circular tattoos to the surrounding skin or fitting metal caps onto their tips. This draws attention to an otherwise overlooked feature.

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Society

Minotaurs typically reside within insular, subterranean communal enclaves. They take great pride in their architectural prowess, hewing buildings out of stone and natural caves alike. An enclave often has almost twice as many buildings as it needs, with the extra structures serving as functional art. Young minotaurs practice their hunting and stalking skills in the empty buildings, with each generation adding a small expansion or fresco on the walls. Expansions like twisting hallways, unexpected overhangs, shared gardens, and a variety of other such contrivances create numerous social spaces and quiet areas for calm reflection, so long as the traveler is able to keep from becoming lost by the unusual architectural flow.

Myths surrounding minotaurs lead most to believe they are fierce carnivores, or even cannibals in the darkest of legends. In reality, most minotaur societies are hunter-gatherers, feeding off lichen and other flora. Their reputation as fierce hunters stems from monthly rituals, when the most accomplished stalkers venture out and bring back dangerous prey. The return of these hunters is one of the few occasions minotaurs indulge in meat, feasting on the kills as a show of gratitude and reverence for the hunters' skills.

Minotaurs tend to be blunt and literal, rarely engaging in overly clever wordplay, sarcasm, or irony. Flaring nostrils and rolling eyes can be intimidating expressions when viewed by non-minotaurs, but to a minotaur, they can convey a complex story with emotional and even spiritual elements. Minotaurs wishing to emphasize a certain emotion occasionally use piercings and tattoos, though minotaurs who lean too heavily into these adornments to look fierce often come off as a bit foolish to their peers. The minotaur saying "an angry bull stamps once and gores twice" is both an admonition against overly aggressive displays and a reminder that the creature truly to be feared is one who speaks with their actions.

Iblydan minotaurs often have names similar to the names of humans from that archipelago. Minotaur surnames are ever-changing, typically reflecting the most memorable achievement an individual has accomplished. Until adulthood, an Iblydan minotaur bears the surname Tavdrinos (after the first minotaur). Once they reach maturity, their childhood friends and allies collectively bestow a fitting surname. Minotaurs in adventuring groups might be renamed multiple times by their allies.

Sample Names: Actilea, Iraiasos, Paxaidio, Rotherion, Zavmandris

Beliefs

Long traditions of isolation have resulted in most minotaurs taking an evenhanded approach to events. Many tend toward an unbiased outlook that allows for adaptation. Those who have poor interactions with other humanoids, particularly those met with violence or intolerance, might choose to recede into a chosen lair, ruin, or fortification that they guard fiercely, which sadly perpetuates the tales of brutal minotaurs.

Minotaurs raised by their own people tend to avoid association with deities of any stripe—little surprise given their creation legend. Divine beings are thought of as petty and uncaring, if not by intent then by the sheer magnitude of their power. Many minotaurs adopt logical or spiritual philosophies as a way of reconciling their existence. Mysteries are puzzles yet unanswered, ones that can be explained with careful thought and study. When minotaurs decide to follow deities, they're primarily drawn to those concerned with self-improvement and self-control, like Irori and Nethys.

Popular Edicts construct architecture of lasting beauty, seek out ever more perplexing puzzles, hone one's prowess

Popular Anathema leave fate to godly hands rather than mortal initiative, pass up the chance to investigate a mystery

RARITY
Uncommon

HIT POINTS
10

SIZE
Large

SPEED
25 feet

ATTRIBUTE BOOSTS
Strength
Constitution
Free

ATTRIBUTE FLAWS
Charisma

LANGUAGES
Common
Jotun
Additional languages equal to your Intelligence modifier (if positive). Choose from Cyclops, Dwarven, Fey, Petran, Sakvroth, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Beast
Humanoid
Minotaur

DARKVISION
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

HORNS
Your sharp horns are as deadly as spears. You have a horns unarmed attack that deals 1d8 piercing damage. Your horns are in the brawling group and have the unarmed trait.

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Minotaur Heritages

Minotaurs can often be differentiated by the region of their enclave or the enclave of their ancestors. Choose one of the following minotaur heritages at 1st level.

Ghost Bull Minotaur

Your fur is as pale as death, possibly from some connection you or your family has to the afterlife, which lets you supernaturally find your way. You can cast *know the way* as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. In addition, you gain a +1 circumstance bonus against spells or effects that cause the confused condition.

Glacier Cavern Minotaur

Your fur grows thick and warm, well suited to the frozen mountains in which you reside. You gain cold resistance equal to half your level (minimum of 1). Environmental cold effects are one step less extreme for you.

Littlehorn Minotaur

Though no less powerful, your frame (and your horns) are smaller than those of most other minotaurs. Instead of Large, your size is Medium. Your horns unarmed attack deals 1d6 piercing damage instead of 1d8, but it has the agile trait.

Roaming Minotaur

Your hooves are broad and powerful, perfect for clearing away rubble as you step. You become trained in Survival (or another skill if you were already trained in Survival) and gain the Terrain Expertise skill feat. You ignore difficult terrain caused by natural uneven ground while in the terrain chosen for your Terrain Expertise feat.

Slabsoul Minotaur

Your deep connection with stone and walls allows you to conjure massive slabs of granite that collapse on your foes. You gain the Raise Slabs activity.

Raise Slabs ❖❖ (earth, divine) **Frequency** once per day; **Effect** Thick slabs of stone rise around you before tilting over. You deal 1d6 bludgeoning damage to all adjacent creatures (basic Reflex against your class DC or spell DC, whichever is higher). On a critical failure, the creature is also knocked prone. At 3rd level, and every 2 levels thereafter, this damage increases by 1d6.

Stalker Minotaur

Despite your heavy frame, you walk on shaggy hooves that muffle your footfalls, allowing you to surprise your prey. You become trained in Stealth (or another skill if you were already trained in Stealth) and gain the Terrain Stalker skill feat, except you must choose rubble and you can Sneak no more than 10 feet instead of 5 feet without attempting a Stealth check.



Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a minotaur, you select from among the following ancestry feats.

1st Level

Artisanal Crafter — Feat 1

MINOTAUR

Like many minotaurs, you take pride in creating items made from stone or metal. You become trained in Crafting (or another skill of your choice, if you're already trained in Crafting) and gain the Specialty Crafting skill feat in your choice of blacksmithing, leatherworking, or stonemasonry.

Cattle Speech — Feat 1

MINOTAUR

You can understand the lowing of cattle and similar animals as its own language. You can ask questions of, receive answers from, and use the Diplomacy skill with cattle, bison, antelopes, and other grazing mammals that travel in herds. The GM determines which other animals count for this ability.

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EYE FOR MASONRY FEAT 1

MINOTAUR

Your familiarity with architecture allows you to easily spot subtle stonework. You gain a +2 circumstance bonus to Perception checks to notice unusual stonework. This bonus applies to checks to discover mechanical traps made of stone or hidden within stone, as well as secret doors in stone.

When using Athletics to Force Open a stone door or Thievery to Disable a Device made primarily of stone, you gain a +1 circumstance bonus to that check.

FRIENDLY NUDGE ❖ FEAT 1

MINOTAUR

Prerequisites trained in Athletics

You don't always have time to wait for your allies to make room, so it's best to politely move them yourself. Attempt an Athletics check to Shove an ally. You don't need to have a free hand to attempt this check. If your ally is willing, treat the result as one degree of success higher.

KEEN NOSE FEAT 1

MINOTAUR

Accustomed to the foul air of underground tunnels, your sense of smell is sharpened, and noxious scents are less offensive. You gain scent as an imprecise sense with a range of 30 feet. You also gain a +1 circumstance bonus to Fortitude saves against olfactory effects that cause the sickened condition.



MINOTAUR LORE FEAT 1

MINOTAUR

You were raised in a minotaur enclave or have spent a great deal of time studying your culture and ancestry. You become trained in Society and Stealth. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Minotaur Lore.

MINOTAUR WEAPON FAMILIARITY FEAT 1

MINOTAUR

Your elders taught you to wield weapons that can split skulls and smash through shields. You have familiarity with the battle axe, falchion, glaive, and greataxe—for the purposes of proficiency, you treat these martial weapons as simple weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

PANTHEON MAGIC FEAT 1

MINOTAUR

The touch of divine meddling still runs through you, whether you want it or not. Choose one cantrip from the divine spell list. You can cast this cantrip as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Minotaur Adventurers

Minotaurs have a reputation for being fearsome melee combatants. While this can be true, and there's no shortage of barbarians or fighters among minotaur adventurers, a minotaur can do very well in many classes. The keen mind and love of puzzles produces many an investigator and wizard, while minotaurs with a taste for the unique find themselves walking the path of an inventor or thaumaturge. The ancestry's affinity for earth and stone can also lead them to join the ranks of druids or sorcerers of the elemental bloodline. Those who wield the divine typically do so by honing inherent power as sorcerers or oracles rather than by supplicating to a higher entity as clerics or witches.

5TH LEVEL

ALARMING DISAPPEARANCE FEAT 5

MINOTAUR

Prerequisites expert in Stealth

Your ability to move unseen is startling for one your size, causing panic among your enemies. When you successfully Hide when previously observed, creatures you are hidden from become frightened 1. They are then temporarily immune to Alarming Disappearance for 1 hour.

BEAST OF BURDEN FEAT 5

MINOTAUR

Your broad frame can allow you to carry weights that immobilize smaller creatures. Increase your maximum and encumbered Bulk limits by 4. You can rest normally while wearing medium armor.

LABYRINTHINE ECHOES FEAT 5

MINOTAUR

You can make your voice reverberate off any surface. Once per day, you can cast *ventriloquism* as an occult innate spell. At 7th level, this spell is heightened to 2nd rank.

NATURAL ORIENTEERING FEAT 5

MINOTAUR

There are few twisting paths that can disorient you. When you roll a success on a Survival check to Sense Direction or Track, you get a critical success instead.

PUZZLE SOLVER FEAT 5

MINOTAUR

Frequency once per hour

You have a natural affinity for problem-solving and the unknown. Whenever you attempt to Recall Knowledge about a subject or creature, you gain a +1 circumstance bonus to your next skill check regarding that creature or subject (even if you didn't succeed at the check). This bonus increases to +2 if you are a master in the skill used to Recall Knowledge.

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Minotaurs and Other Ancestries

The desire to learn has caused minotaurs to wander far and wide, and as such, they can be encountered far from their original home of Iblydos. Preferring mountainous or underground regions, minotaurs who put down roots often live with ancestries of a like mind, such as dwarves, hobgoblins, and orcs. The nation of Oprak in the Inner Sea has a small subculture of minotaurs that assist with engineering works across the Mindspin Mountains.

Some minotaurs who migrated east from Iblydos made it as far as the islands of Minata in Tian Xia, where they were surprised to encounter another bovine ancestry known as sarangay. The first interactions revealed a clear separation between the cultures: sarangay took pride in their origins, while minotaurs strove to move past theirs. Whenever a minotaur is mistaken for a sarangay, they politely point out the many differences with a good-natured chuckle.



STRETCHING REACH — FEAT 5

MINOTAUR

You can leverage your size and muscle to extend your reach and attack more distant foes. When you wield a melee weapon that requires two hands and doesn't have reach, you can change between a typical two-handed grip and an extended two-handed stretch using an Interact action. Weapons wielded in your extended stretch gain a reach of 10 feet.

9TH LEVEL

FRIENDLY FLING ◆◆ — FEAT 9

MANIPULATE MINOTAUR

Requirements You are adjacent to an ally.

You can scoop up your friends with your horns to hurl them across the battlefield. Pick up an adjacent willing ally who is smaller than you and toss them to an unoccupied space you can see within 20 feet. Since you are using your horns, you don't need to have any hands free to do this. Your ally's movement doesn't trigger reactions. Your ally ends this movement on their feet and doesn't take damage from the fall but takes 1d6 piercing damage from your horns. If your ally ends this movement within melee reach of at least one enemy, they can make a melee Strike against an enemy within their reach as a reaction.

GORING CHARGE ◆◆ — FEAT 9

MINOTAUR

Driven by the momentum of your thundering steps and powerful mass, your horns can pierce your foes. Stride twice, then make a horns Strike. If you moved at least 20 feet from your starting position, your horns Strike also deals 1d6 persistent bleed damage.

SIPHON TORMENT — FEAT 9

MINOTAUR

Your progenitors suffered greatly at the hands of a curse, a fate you willingly take upon yourself rather than let fall upon others. Once per day, you can cast *claim curse* (*Secrets of Magic* 95) as an innate divine spell. When you do, the target creature gains temporary Hit Points equal to your level.

STONE PASSAGE ◆◆ — FEAT 9

DIVINE MINOTAUR

Prerequisites slabsoul minotaur heritage

Frequency once per hour

Calling upon your knowledge of stonework and inherent magic, you momentarily make a section of stone insubstantial, allowing you to pass through. Stride up to your Speed. You can move through stone or rock objects, such as walls, as if they were unoccupied spaces. If you end your movement inside a square that you normally would not be able to pass through, you are thrown back to the last unoccupied square you moved into.

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13TH LEVEL

PHANTOM CHARM ◆ FEAT 13

DIVINE FORTUNE MINOTAUR

Prerequisites ghost bull minotaur heritage

Frequency once per day

Trigger You attempt a check that would be subject to a misfortune effect.

You can harness the spiritual connection in your blood, allowing you to shift the negative threads of fate. You negate the misfortune effect and gain a +2 circumstance bonus to the triggering check.

SHIFT THE LITTLE ONES ◆ FEAT 13

MINOTAUR

Prerequisites expert in Athletics, Friendly Nudge

With your large size, you need to be careful around your smaller friends. You have learned to move in such a way that it gives others the chance to make room for you. Stride up to your Speed. If you end your movement in a position where one or more of your spaces are occupied by an ally, each of those allies can immediately Step as a free action so that they are no longer occupying the same space as you. If this isn't possible, you must end your movement so that you aren't sharing a space with an ally, as normal.

THREATENING PURSUIT ◆ FEAT 13

AUDITORY MINOTAUR

Prerequisites expert in Intimidation and Stealth

Requirement You are not observed by any enemies within 60 feet.

You emit a terrifying growl and snort, stamping your hooves for all to hear so that they know that you hunt them. Attempt an Intimidation check to Demoralize all enemies within 30 feet, and you do not take a penalty for not sharing a language. If the targets are in a maze or similarly difficult-to-navigate location, you gain a +2 circumstance bonus to this check, and the range increases to 60 feet. Each target is temporarily immune for 1 hour.

17TH LEVEL

BEGIN STAMPEDE ◆◆◆ FEAT 17

MINOTAUR VISUAL

The sight of you charging forward into battle emboldens your allies to follow. You Stride up to twice your Speed and make a horns melee Strike. If your Strike hits and damages an enemy, each ally within 60 feet who saw you hit can use a reaction to Stride up to twice their Speed, but each must end their Stride closer to you than where they started. Each such ally that Strides gains a +1 status bonus to their first Strike on their next turn.

INTO THE LABYRINTH FEAT 17

MINOTAUR

Calling on your connection to minotaurs of myth, you shunt an enemy into a complex maze full of puzzles of your own devising. Once per day, you can cast *quandary* as an 8th-rank occult innate spell, which takes the form of a labyrinth instead of a puzzle room. Targets cannot attempt to use Occultism to escape the spell (as normal for *quandary*), but they can use Survival to find their way through the labyrinth's corridors.

The Minotaur Prince of Absalom

Nuar Spiritskin was born in an enclave of minotaurs within the Kortos Mounts. Smaller in stature than his siblings and with unusually white fur, Nuar relocated to the city of Absalom after being banished by his kin. In a chance encounter, he rescued the primarch from being assaulted by angry sailors and was then given the honorific title of the Minotaur Prince of Absalom. He now resides in a lavish compound called the Taurean Embassy, from which he attempts to rekindle ties with his enclave.



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SURKI

Surkis are an insectile species who subsist on the latent magic in the world around them. As a subterranean species native to the Darklands, surkis have rarely been seen on the surface, and always with long pauses between historical sightings. This is due to surkis' life cycle—long dormancies followed by so-called "generation digs," as they migrate great distances in response to happenings underground. The healing of the Worldwound initiated one of the largest such digs in their history, bringing surkis up into the caverns and passages of the Sarkoris Scar and emerging onto the surface for the first time in many years. Since their emergence, several small surki settlements have been established in secluded corners of Sarkoris, voraciously cataloging the wildlife, magics, and various other inhabitants of the area as they explore the alien environment of the surface.

Rather than consuming food conventionally, surkis are filter feeders, absorbing magic from the air, soil, plants, stone, and practically any other material. This magic is refined and sequestered in nodes throughout a surki's body over the course of their life cycle, which is comprised of three distinct phases: larva, adult, and evolved. At each stage, surkis use their stockpiled magic to undergo a dramatic metamorphosis into their next stage of life, evolving adaptations that will help them survive in any environment. Surkis therefore vary dramatically on an individual level; each surki tells the story of their adventures and their chosen role in the environment in their unique combination of adaptations.



If you want to play a character who's exploring Golarion for the first time, with limitless adaptability and a strong tie to magic, you should play a surki.

You Might...

- Feel a very strong connection to the world around you, sensing the latent magic in everything.
- Be driven to travel far or learn as much as you can about your home.
- Pay particular attention to the way others live in environments unfamiliar to you.

Others Probably...

- Mistake your individuality and excitement for your adaptations as boastful pride.
- Find your excitement for new people, places, and things endearing and inspirational.
- Trust your magical senses over their own maps in tight situations.

Physical Description

Each of surkis' three life stages greatly differ. Larval surkis spend the first 10 to 100 years of their lives dormant inside their eggs, waiting to emerge when they've accumulated enough latent magic and the environmental conditions are just right. Larval surkis are roughly two feet long and grub-like with several luminescent nodes visible through their translucent flesh. Their heads are chitinous, round, and eyeless, and they navigate primarily using the ability to smell magic. Four of their six legs are small, but the front set are large, powerful digging claws that they use to tunnel through the earth and to communicate with the other larvae in their generation dig as they travel from their nest home. Once they've traveled far and accumulated enough magic, they enter a cocoon for several days, emerging as the adult form that's seen most often on the surface.

Adult surkis have a roughly bipedal form, standing on two multi-jointed limbs and having two arms that end in three-fingered claws used both for digging and for producing percussive sounds used in the Surki language. They possess two feathery antennae and two long sensory barbels that sit on either side of their mandibles. Surkis have a characteristic rounded shape with several rust-brown or orange chitinous plates along their back, and surki clothing and fashion tend to incorporate rounded shapes or belts around and under their plates. Their magical nodes are distributed throughout their bodies, clustering in the abdomen, shoulders, and each limb.

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These nodes continue to accumulate magic as they age, using it to create new adaptations, often heralded by intricate, luminescent patterns in the chitin surrounding the point of change.

The final stage in surkis' life cycle is known as the evolved form, after the surki enters its grand metamorphosis. An adult surki forms a chrysalis and rapidly changes over the course of a single evening. Less physically dramatic than the shift between larva and adulthood, the evolved form brings with it profound magical abilities that resulted from a lifetime of magical absorption and refinement. Evolved surkis' nodes metamorphose into complex organs capable of projecting tangible magic to a variety of ends, from digging apparatuses made out of pure force to glowing wings that defy gravity. This final form is the ultimate expression of any surki's individuality and adaptations—a form perfectly suited to fulfill the environment they choose to inhabit or the role they wish to fill.

Society

Surki society places great importance on individuality and self-expression. Every surki is expected to find their own way of doing things, and innovation is a highly prized achievement. Surkis are also very much in touch with their environment; they place no distinction between plant and animal, recognizing that every being fills an important part of the environment. This quality has led surkis to create settlements that leave as little impact on the environment as possible, weaving silks around plants and fungi to coax them to grow into shelters and walls. Wood and other plant-based resources are seldom harvested in a manner considered traditional to most societies in Golarion. These resources are portioned out in strategically grown sections and harvested precisely enough to not kill the plant if possible.

Surki relationships are focused on complementing adaptations. Surkis are generally polyamorous and might maintain a close bond with numerous others. Surkis are a single-sex species, and while they understand concepts of gender and orientation as experienced by other ancestries, many surkis find the idea of choosing not to bond with someone based on anatomy or personal descriptions absurd. They instead choose to pursue those with personalities, talents, or adaptations that augment their own in unexpected ways, such as using woven silks to reinforce a tunnel dug through loose rock. Nevertheless, attraction in surki society is as complicated an idea as in any other, and bonded surkis will often express their feelings toward a loved one with a personal description that expresses something they value within the relationship. For example, a surki might introduce a partner as "Who Speaks Quietly and Makes My Soil Richer."

Only adult surkis are capable of reproducing, which they do through parthenogenesis. Any adult surki can lay an egg when they choose, though because the process expends so much of the magic stored in their nodes, few surkis lay more than one egg every few years. Many of these eggs are kept in a protected area of the settlement, awaiting the next generation dig. When the eggs are ready, they hatch en masse, and the larva coordinate their departure, drawn to magic like a beacon tunneling through the earth and stone to find a new place to settle.

Familial life vastly differs for surkis. Eggs lain outside of a generation dig are cared for and tended by the surki "parent" until the grub emerges. New village grubs are typically left to their own devices, allowed to venture outside the village or even leave the community altogether. Often, village grubs find their first homes in the soil of the community farms, where they feed on the natural magic within the soil and plant life. These gardens double as schools for these grubs, as the adult and evolved surkis who tend

RARITY
Rare

HIT POINTS
8

SIZE
Medium

SPEED
25

ATTRIBUTE BOOSTS
Constitution
Free

LANGUAGES
Common
Surki
Additional languages equal to your Intelligence modifier (if positive). Choose from Elven, Fey, Sakvroth, and any other languages to which you have access (such as the languages prevalent in your region).

TRAITS
Humanoid
Surki

DARKVISION
You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

MAGIPHAGE
The various nodes throughout your body draw in latent magic from the world around you. You don't need to eat or drink unless you're in an especially magic-poor environment (such as the Mana Wastes). Choose what tradition of magic you most consumed as a larva; this type of magic has become so ingrained in your body that it changes the tradition of all surki spells and magical actions to that tradition.

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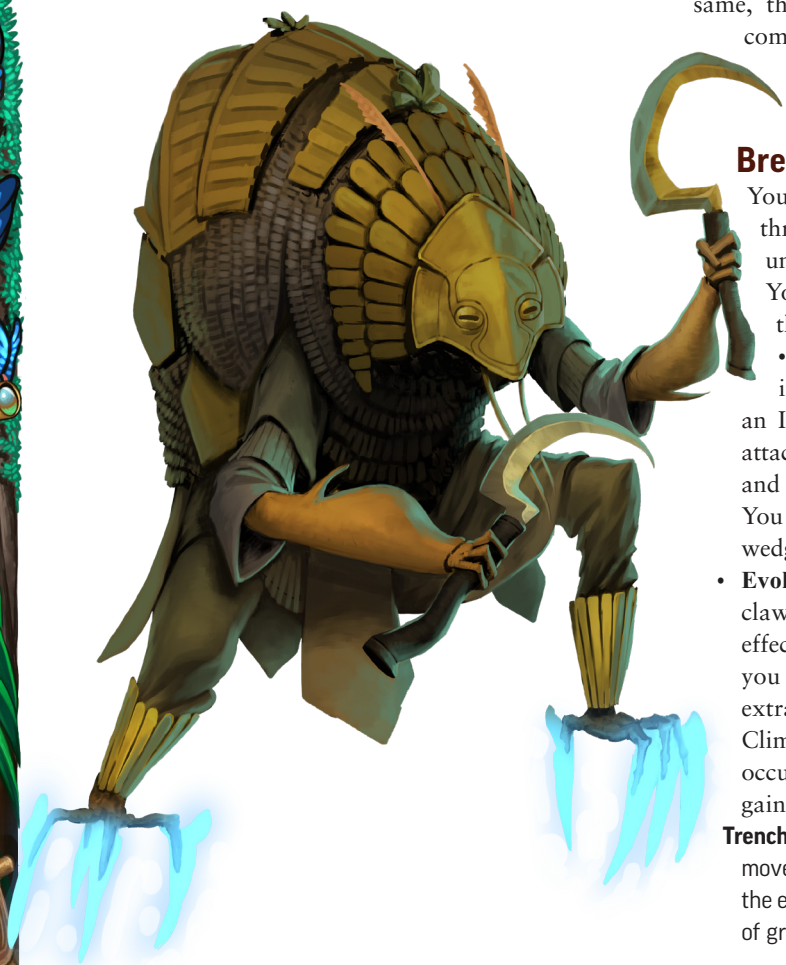
the gardens regularly converse with the grubs, thumping and scraping out the stories of their young lives and the lessons they've learned from others. Surki grubs born early or those whose nodes don't function well are often bonded with ostillis, small amorphous symbiotes that augment the grubs' ability to absorb nutrients from magic.

Surkis choose their names when they enter adolescence. Every surki has a name referred to as their "root" or "grub" name that's produced solely with the forelimbs. Adults commonly incorporate all or part of their root name preceding their chosen name, though it isn't expected to be repeated, especially by those of other ancestries who don't possess the exoskeleton necessary to "pronounce" the name. The root name, while shown proudly, is considered the personal property of the surki who possesses it, and repetition of the root portion of a surki's name is considered rude by most, tantamount to theft. Surkis' chosen names typically represent a personal quality that they admire most or an achievement they take pride in. As surkis age, they might change their chosen name to better fit who they feel they've become. When surkis die, any present-tense verbs used in their names become past tense.

Sample Names: Bearer of Heavy Boulders, Weaver of Intricate Webs, With the Deftest Song, Who Shines Brightly, Whose Patterns are Bold, Whose Voice is Music



Beliefs

Surkis' connection to their environment leads them to typically worship natural deities. Their own ancient traditions identify each creature as possessing a unique spirit, with keystone species occupying a deific role within their ecosystem. Surki traditions dictate that surkis and other cultures aren't part of this spirit cycle, though with time, care, and practice, one can be accepted into it with the blessing of the environment's keystone species.

Among surki communities in Sarkoris, worship of Gozreh and Sturovenen has grown quickly. Surkis who dedicate themselves to a deity are more likely to choose one representing their own environment or the natural world as a whole. Deities whose domains include travel or change are also popular among surki devotees.

It's very important to surkis that life be allowed to follow its natural course. Death, violence, and war all have their place and purpose.

Popular Edicts encourage others to discover their true selves, protect and nurture natural ecosystems, work with others to promote symbiotic relationships

Popular Anathema force another to change before they're ready

Surki Heritages

Surkis emerge from their larval stage with some adaptations already in place. Though not all are the same, those represented below are among the most common. Surki heritages have multiple possible evolutions, which are accessed by taking the Grand Metamorphosis feat.

Breaker Surki

Your claws are especially hard and can break through earth and predators alike. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, unarmed, and versatile B traits.

- **Evolution** Your wrist nodes project magic into a durable digging wedge. You can spend an Interact action to increase your claw unarmed attack's damage to 1d6; grant it the magical, razing, and versatile force traits; and remove the agile trait. You can spend another action to deactivate the wedge and return your claw to its normal statistics.
- **Evolution** Your ankle nodes can emit grounding claw spikes of magic to hold you in place. If any effect would force you to move 10 feet or more, you can choose to move only half the distance. The extra traction from your claw spikes allows you to Climb with one hand occupied (or with both hands occupied if you have the Combat Climber feat). You gain the Trench Digging reaction.

Trench Digging ↷ **Trigger** You're subjected to forced movement; **Effect** You deploy your claw spikes to churn the earth asunder, creating difficult terrain in each square of ground you're moved through.

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Elytron Surki

The top layer of your carapace is especially mobile, and you can unfurl it to catch the air gracefully as you fall. You take no damage from falling, regardless of the distance you fall.

- **Evolution** Your shoulder nodes have evolved into a pair of spines that you can energize to project a pair of glowing wings. You can cast *fly* as an innate spell once per day, targeting yourself; while your wings are energized, you shed bright light in a 20-foot radius and dim light for the next 20 feet.
- **Evolution** Your shoulder nodes have evolved into a fan of thin membranes that resonate when magic is coursed through them. You gain the Stridulating Song action.

Stridulating Song ❖❖ (auditory, magical) **Frequency** once per day; **Effect** You circulate magic through your wings, causing them to vibrate at high speeds such that their scraping produces disruptive sounds. You focus the sound at one creature within 30 feet who must succeed at a Fortitude save against your class DC or spell DC (whichever is higher) or become sickened 1, or sickened 2 on a critical failure, as the vibrations disrupt its inner equilibrium. You can Sustain the effect for up to 1 minute; the creature can't recover from the sickened condition as long as you continue your song and it can hear you.

Hardshell Surki

Your carapace is much denser than that of other surkis, offering you a suit of your very own armor. Your carapace is medium armor in the plate armor group that grants a +4 item bonus to AC, a Dex cap of +1, a check penalty of –2, a Speed penalty of –5 feet, a Strength value of 16, and has the comfort trait. You can never wear other armor or remove your carapace. You can etch armor runes onto your carapace.

- **Evolution** The magical circulatory system that runs between your nodes has become a reinforcing network that strengthens your carapace with magical energy. If you're struck by a critical hit that deals physical damage, you can use your reaction to attempt a DC 17 flat check. If successful, the attack becomes a normal hit.
- **Evolution** Your abdominal nodes can project a field around you that guards you against the type of magic you're most familiar with. You gain the Dampening Harmonics action.

Dampening Harmonics ❖❖ (magical) **Frequency** once per hour; **Effect** You establish a force field that grants you resistance 10 to damage dealt by spells and magical abilities with the trait of your magiphage ability, except for force damage. The force field lasts for 10 minutes. Each time the field prevents damage, the duration decreases by 1 minute.

Lantern Surki

The nodes in your abdomen are particularly luminous. You can use an Interact action to shed light from your abdomen in a 20-foot radius (and dim light for the next 20 feet). This is a magical light effect with a level equal to your own. You can change the color of the light or extinguish it with another Interact action.

- **Evolution** Your abdominal nodes have evolved into a pair of secondary limbs that project a magical focusing lens. You gain the Lantern Beam action.

Lantern Beam ❖ (light, fire, magical) **Requirements** Your lantern light is shining; **Effect** Your lenses focus your light into a searing beam. You deal 5d4 fire damage to all creatures in a 30-foot line, with a basic saving throw against the higher of your class DC or spell DC. Your lantern light then extinguishes, and you can't use this ability or use your lantern light again for 1d4 rounds. At 11th level and every two levels thereafter, the damage increases by 1d4.

- **Evolution** Secondary light emitters grow from your shoulder nodes that flash in time with your lantern. You gain the Lantern Strobe action.

Lantern Strobe ❖❖ (light, magical, visual) **Frequency** once per hour; **Effect** As you pulse your lantern, your emitters flash erratically, disorienting your opponents that see it. Each opponent in a 15-foot cone must attempt a Fortitude save against your class DC or spell DC (whichever is higher). On a failure, the creature is dazzled for 1 round. On a critical failure, the creature is blinded for 1 round and dazzled for the following round.



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Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a surki, you select from among the following ancestry feats.

1st Level

Sequestered Spell — Feat 1

SURKI

You consumed so much of a type of magic as a larva that you can now cast it purely on instinct. Choose one cantrip from the spell list of your magiphage ability. You can cast this cantrip as an innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Small Speak — Feat 1

SURKI

You understand the languages of most small insects and can speak to them. You can ask questions of, receive answers from, and use the Diplomacy skill with insects, arthropods, and terrestrial invertebrates. The GM determines which creatures count for this ability.

Surki Lore — Feat 1

SURKI

Either through the tales of elders in your settlement or through the messages thumped by those who oversaw your generation dig, you hold the knowledge of many surkis before you. You become trained in Survival and the skill associated with the magical tradition from your magiphage ability (Arcana for arcane, Nature for primal, Occultism for occult, or Religion for divine). If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Surki Lore.

Surki Weapon Familiarity — Feat 1

SURKI

Surki weapons favor utility and practicality over grace and brutality. You have familiarity with picks, light hammers, sickles, scythes, and one additional common weapon of your choice from the axe or hammer group—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you get a critical hit with one of these weapons, you get its critical specialization effect.

Vestigial Magicsense — Feat 1

SURKI

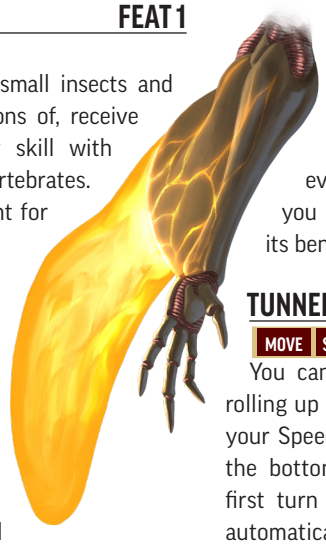
While most surkis' ability to taste magic fades once they metamorphose into their adult form—replaced by keener darkvision—you've retained some of this sense. You gain magicsense as a vague sense that has a range of 30 feet—like all vague senses, it's only about as precise as an average human's sense of smell, meaning you generally can predict only if magic is present; however, each tradition of magic has a unique taste to you, allowing you to identify the tradition of magic present.

5th Level

Chemical Trail — Feat 5

EXPLORATION SURKI

You can leave a faint chemical trail as you move and can use the chemical trails of other surkis to navigate. You gain a +1 circumstance bonus to all checks and saves to Sense Direction or reorient yourself.



Secondary Adaptation — Feat 5

SURKI

You've continued to adapt to the rigors of your environment by continuing your metamorphosis, even as an adult. Choose one surki heritage that you don't already have; you gain that heritage and its benefits.

Tunnel Roll ◆◆ — Feat 5

MOVE SURKI

You can more easily navigate underground tunnels by rolling up into a ball. You roll up and move up to four times your Speed in a straight line down an incline. If you reach the bottom of the incline or hit an obstacle during this first turn of movement, you stop rolling. Otherwise, you automatically keep rolling at this Speed during subsequent turns until you hit the bottom of the incline or an obstacle ends this movement (which can happen in the middle of your turn). You're slowed 2 each turn after the first that you keep rolling; if you hit an obstacle on a turn after the first, you and the obstacle both take 4d6 bludgeoning damage, and you stop rolling.

9th Level

Consume Magic ↷ — Feat 9

SURKI

Frequency once per hour

Trigger You attempt a saving throw against an area effect from the tradition matching your magiphage ability.

You consume the magic of an incoming spell or effect to protect your allies, though you might give yourself indigestion. Attempt a counteract check against the triggering effect; your counteract rank equals half your level (rounded up), and for the roll, use either your class DC – 10 or your spellcasting attribute modifier plus your spellcasting proficiency bonus. If you counteract the triggering effect, you end the effect for all other creatures in the area, but you become sickened 1 as your body struggles to absorb the influx of magic.

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GRAND METAMORPHOSIS FEAT 9

SURKI

One of your nodes has adapted into a new magic-emitting organ. You gain one of the evolutions from your surki heritage. If you have multiple heritages, you choose one to evolve.

Special You can take this feat multiple times, gaining a new evolution each time. The evolution can be for a heritage you've already evolved or a different one.

NODAL HEALING FEAT 9

SURKI

You can induce wound repair by circulating magic throughout your body. If you rest for 10 minutes, you regain Hit Points equal to your Constitution modifier × half your level. This is a magical healing effect and is cumulative with any healing you receive from Treat Wounds.

13TH LEVEL

GENERATION DIGGER FEAT 13

SURKI

You're so adept at burrowing through the earth that you don't even need tools; in fact, you just might be trusted to lead the latest generation dig. You gain a burrow speed of 15 feet.

MAGITAXIS FEAT 13

SURKI

Prerequisites Vestigial Magicsense

Trigger A creature you could reach with a Stride action Casts a Spell from the tradition matching your magiphage ability.

You move reflexively toward the source of magic you most consumed as a larva. You Stride, and you must end your movement adjacent to the triggering creature. You then can't use Magitaxis against the triggering creature for 24 hours as your reflexes reacclimate, though you can use it against other creatures.

You can use Magitaxis while Burrowing, Climbing, Flying, or Swimming instead of Striding (changing the trigger accordingly) if you have the corresponding movement type.

17TH LEVEL

UNLIMITED PLURIPOTENCY FEAT 17

SURKI

Within all surkis is the capacity to be whatever they need to be, and you can tap into that capacity even now. When you sleep, you can choose to enter a pupa state. You sleep so deeply in your pupa that you can't be woken up by loud noises around you, and you lose the benefits of one of your surki heritages overnight. When you emerge and make your daily preparations, you can select a different surki heritage to replace it. If you had one or more evolutions for that heritage, you can choose a different evolution for your new heritage.

SURKI ADVENTURERS

Surkis are born explorers. Their innate curiosity for the world and interest in all things new, strange, and magical compel many to venture into the wild corners of Golarion. Their connection to their environment leads many to become druids and rangers, while their adaptability and knack for survival can make them imposing champions. Surkis who leave their colonies often sign on as sailors or caravan guards, though it's rare to find any surki filling a position outside of their own colony.

NODAL REGENERATION FEAT 17

SURKI

Prerequisite Nodal Healing

Your body processes magic so effectively that you can induce true regeneration, replacing limbs and restoring organs. You can cast *regenerate* once per day as an innate spell. Instead of being deactivated by acid or fire, your regeneration from the spell is deactivated by cold, which slows your metabolism. You can target only yourself with the spell, but you can Cast the Spell as a reaction if you're reduced to 0 Hit Points by a non-cold effect.



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Techniques and Tricks

The hidden jungle state of Valash Raj is well known for keeping its secrets. Tucked away in its kaiju-infested jungle environs, it's quite safe from most visitors of happenstance. Imagine my delight, then, when a longtime correspondent of mine, an amurrun herbalist named Tivya, arranged for myself and my crew to be permitted to visit! Tivya and I became acquainted after I read his works on jungle plants, most notably the amla tree and its medicinal uses. I wrote to him expressing admiration for his insights, and he wrote back with some very kind comments on my own—scant, by comparison!—works. When I mentioned my plans for a journey, he kindly invited me and the crew to visit him so he could show me his favorite flora in person. Of course, I jumped at the chance.

Tivya recommended against piloting the airship to the city of Arung proper, as its citizens were unlikely to appreciate a sudden arrival of an anonymous vessel from the sky. Instead, we landed in the jungle outside the city; there, we could make camp and travel the rest of the way to the capital on foot, about a day's trek. The lush green of the tropical trees and fronds was interrupted only by small riots of colorful flowers, bursting into scattered blooms at intervals, and the occasional dinosaur underfoot; Charikleia set to sketching them at once. I spent an agreeable evening upon our arrival eating Grefu's delicious grilled river fish and admiring the scenery. Ten had the first watch, and so the rest of us settled into our bedrolls with the soothing sounds of chirping insects to lull us to slumber.

I awoke suddenly. I wasn't sure of the cause at first; it took me a moment to realize Ten was standing over me, shaking me by the shoulder. "Baranthet," they hissed, leaning close. "We've got trouble."

I glanced around and spotted their reason for alarm. Eyes, compound facets glittering orange in the dim light of our campfire. I motioned for Ten to wake the others and sat up for a better look—an error, as I was immediately pounced upon!

The creature pinning me to the ground was a rare specimen of giant centipede, though the mandibles digging into my shoulders rather diminished the joy of scientific discovery. Our campsite exploded into a chittering cacophony! I scrabbled for my crossbow but faltered once my hand closed around it. I wasn't sure of my aim, and I could not risk hitting my compatriots. My captor, meanwhile, wasn't about to let me escape, and it was all I could do to evade its gnashing mouthparts.

Out of the corner of my eye, I glimpsed more slitted eyes gleaming in the foliage. In terror, I called a warning before I realized these eyes were different, higher up than the centipedes'. Then, as if our saviors had been called up by the trees themselves, they emerged to join the melee.

All six were amurruns, clearly skilled in the martial arts. They worked in pairs, their movements seamless; one darted in and out to strike at an insect while their partner swept at its legs to hold it still. No sooner had they begun their attack than the carapaces cracked in half, and skinless monsters burst forth from the destroyed chitin. Our rescuers didn't seem in the least surprised, but my crew and I cried out in unison at the sight.

"Stay back!" one of the amurruns called to us. "We'll handle this."

Not wanting to get in their way, we obeyed, retreating into our tents to watch. The battle was over in moments as the warriors made quick work of the creatures.

"How fortunate we were to have your aid!" I exclaimed. "My crew and I offer your our thanks! But what were those creatures? No mere animals, it seems."

The woman who appeared to be their leader shook her head. "Roru demons, vicious and bloodthirsty. They can don animals' skins as they please, so their trail can be difficult to follow." She looked us over, then nodded. "I am Laira."

We introduced ourselves, and Laira explained that she and her companions were adherents of the local fighting discipline known as the Knives of Valash. They were greatly curious about both us and the *Zoetrope*, and we offered to share our campfire, though we became so distracted swapping tales of our travels that none of us slept before the sun began to paint the sky pink.

In the late morning, when we finally arose, they offered to guide us the rest of the way to Arung. Quite humbled by our recent brush with danger, we took them up on their kind offer. Laira motioned me over as we packed up the campsite to leave.

"You have weapons, but cannot fight," she observed, though her voice held no contempt.

"Only basic self-defense techniques," I admitted. "I'm more scholar than warrior."

"I could teach you some tricks," she said. "Even scholars bleed, and like the creatures of the wild, *we*—" she nodded at my claws—"are never really unarmed."

I hesitated, concerned about being a bother, and she added with a tinge of humor, "Let's see what you can learn in one day."

And so began my training! Even at my age, one should never stop learning, and Laira proved a most patient tutor. She began by plucking berries off the trees and tossing them at me to bat aside. My reflexes are not as keen as they could be, so I accumulated several juice stains about my forehead, much to Telero's amusement. By the early afternoon, I had improved to where I could reliably block such assaults, even spearing a berry atop a claw several times! Truly, the natural world has numerous techniques to offer, if only we are willing to learn them.

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UNTAMED MORPHS

Some barbarians and all druids are in tune with the primal forces of nature, but some, particularly animal instinct barbarians and untamed order druids, take primal energies into themselves as forms of power. These options exist to complement existing ones for characters focused on transforming themselves with morph and polymorph abilities.

BRUTAL CRUSH ❖ FEAT 4

BARBARIAN DRUID MENTAL

Prerequisite animal instinct or untamed order

Requirements Your last action dealt bludgeoning damage using an unarmed Strike granted by a morph or polymorph effect.

You've learned how to cloud your foes' minds with the brutal impact of your repeated attacks. Make an unarmed Strike against the same target. If the Strike hits and deals bludgeoning damage, the target is stupefied 2 for 1 round (stupefied 3 on a critical hit).

CREATURE COMFORTS ↷ FEAT 4

BARBARIAN DRUID

Prerequisites animal instinct or untamed order

Trigger You become frightened.

Requirements You're under a morph or polymorph effect.

You've found comfort in the forms of other creatures, insulating yourself from feelings of fear. Reduce your frightened condition value by 1 (to a minimum of 0).



RIP AND TEAR ❖ FEAT 4

BARBARIAN DRUID

Prerequisites animal instinct or untamed order

Requirements Your last action dealt piercing or slashing damage using an unarmed Strike granted by a morph or polymorph effect.

You've learned to debilitate your enemies in the same way a hunter tears at their prey. Make an unarmed Strike against the same target. If the Strike hits and deals piercing or slashing damage, the target takes an additional 1d6 persistent bleed damage. If you're at least 12th level, increase this to 2d6 persistent bleed damage.

MISTY TRANSFORMATION ↷ FEAT 6

DRUID PRIMAL

Frequency once per minute

Trigger You transform due to a polymorph effect.

Wild mists cover your form. You create a hazy cloud in a 5-foot burst centered on one corner of your space. If your new form is Large or larger, the cloud covers your entire space instead. All creatures within the area are concealed, and all others are concealed to them. The cloud lasts until the beginning of your next turn but is immediately dispersed by a strong wind.

TOPPLING TRANSFORMATION ↷ FEAT 6

DRUID

Trigger Your size increases due to a polymorph effect.

You use your body's expansion as leverage to displace a nearby creature. You attempt to Shove or Trip an adjacent creature. For the purposes of determining what size creature you can affect, use your final size after the triggering effect.

DEFENSIVE DISMISSAL ↷ FEAT 12

DRUID

Trigger A creature you're aware of critically succeeds on a Strike against you.

Requirement You're under a polymorph effect that you can Dismiss.

You change your form as a means of evading a potentially fatal blow. You Dismiss the polymorph effect you're under, and the result of the triggering Strike becomes a success instead of a critical success. If you would no longer fit in your space as a result of returning to your normal form, this action fails and you don't Dismiss the polymorph effect.

EXPLOSIVE METAMORPHOSIS ❖ FEAT 12

DRUID SPELLSHAPE

You use additional primal energy to transform, creating a burst of elemental energy to complement your transformation. If your next action is to cast a non-cantrip morph or polymorph spell, select acid, cold, electricity, or fire. Your transformation

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creates a 5-foot emanation around your new form that deals 1d6 damage of that type per rank of the spell. Each creature in that area attempts a basic Reflex save against your spell DC.

If your polymorph action had a trait corresponding to an energy type, you must select that one if possible. This action gains the trait corresponding to the energy type selected.

CLEANSING TRANSFORMATION FEAT 14

DRUID

Prerequisites Healing Transformation

You learn to cleanse bodily toxins alongside the transformations of your shape-changing magic. When you use Healing Transformation, your polymorph spell can also attempt to counteract one disease or poison afflicting the target. If you don't successfully counteract it, you can't use Cleansing Transformation against that specific affliction for 24 hours.

TOWERING TRANSFORMATION ↷ FEAT 14

BARBARIAN DRUID EMOTION FEAR MENTAL RAGE VISUAL

Trigger Your size increases due to a polymorph effect.

The physical growth of your transformation is a spectacle that shakes foes to their core. Each enemy smaller than your new size within 30 feet of you must attempt a Will save against your class DC or spell DC, whichever is higher.

Success The creature is unaffected.

Failure The creature becomes frightened 1.

Critical Failure The creature becomes frightened 2, and you can push it up to 10 feet from you. This is forced movement.

TOO MUCH TO SWALLOW ↷ FEAT 16

DRUID

Prerequisite Untamed Form

Trigger You're subject to an effect you could attempt to Escape.

While you might be small enough to grab normally, you can change that at a moment's notice. You cast *untamed form*. If you took on a new form that's too large for the effect, you automatically escape. Otherwise, you attempt to Escape. If this ends an effect where you entered the creature's space, such as Swallow Whole, exit that creature to an adjacent area where your new form could fit.

Animal Instinct Options

The new options in the table below are available for animal instinct barbarians to select at level 1.

ANIMAL INSTINCT OPTIONS

Animal	Attack	Damage	Traits
Ankylosaurus	Tail	1d10 B	Razing, unarmed
Ant	Mandibles	1d10 P	Grapple, unarmed
Bat	Fangs	1d10 P	Unarmed
	Wings	1d4 P	Parry, unarmed
Bird	Beak	1d10 P	Unarmed
	Talon	1d6 S	Agile, unarmed
Brontosaurus	Tail	1d10 B	Trip, unarmed
Crab	Big Claw	1d10 B	Razing, unarmed
	Claw	1d4 S	Parry, unarmed
Crocodile	Jaws	1d10 P	Unarmed
	Tail	1d6 B	Agile, unarmed
Orca	Jaws	1d8 P	Forceful, unarmed
Scorpion	Stinger	1d6 P	Reach, unarmed, venomous
	Pincer	1d4 S	Parry, unarmed
Seal	Jaws	1d10 P	Grapple, unarmed
Spider	Fangs	1d8 P	Grapple, unarmed, venomous
	Web	Special*	Range increment 15 feet
Tyrannosaurus	Jaws	1d8 P	Deadly d12, unarmed
	Tail	1d6 B	Agile, unarmed
Wasp	Stinger	1d4 P	Backstabber, deadly d8, unarmed, venomous

* The spider's web attack deals no damage, but the target takes a –10-foot circumstance penalty to its Speeds for 1 round on a hit. If a target is hit a second time by the same character's web attack while they have this penalty, they're instead immobilized until they succeed at a check to Escape against your class DC.

WEAPON TRAITS

The following weapon traits are used for the instinct options presented here, in addition to traits from *Pathfinder Player Core*.

Razing: Razing weapons are particularly good at damaging objects, structures, and vehicles. Whenever you deal damage to an object (including shields and animated objects), structure, or vehicle with a razing weapon, the object takes an amount of additional damage equal to double the number of weapon damage dice.

Venomous: These weapons inject poison into every hit. When you hit a creature with this weapon, it deals an additional 1 persistent poison damage. This increases to 2 persistent poison damage if the weapon has a *greater striking rune*.

Animal Form Expansion

Listed here are new options for animals to choose with the *animal form* spell. These options are accessible to anyone casting the spell, not just animal instinct barbarians and untamed order druids.

- **Crab** Speed 25 feet, swim Speed 15 ft; **Melee** ❖ big claw, **Damage** 2d8 piercing; **Melee** ❖ little claw (agile), **Damage** 2d4 piercing; can breathe in water and in air.
- **Crocodile** Speed 25 feet, swim Speed 30 feet; **Melee** ❖ jaws, **Damage** 2d8 piercing; **Melee** ❖ tail (agile), **Damage** 1d8 bludgeoning; can hold your breath for the duration of the transformation.
- **Orca** swim Speed 35 feet; **Melee** ❖ jaws, **Damage** 2d8 piercing; can hold your breath for the duration of the transformation.
- **Seal** Speed 20 feet, swim Speed 30 feet; **Melee** ❖ jaws (grapple), **Damage** 2d6 piercing; can hold your breath for the duration of the transformation.

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WARDEN SPELLS & RANGER OPTIONS

I admit I have never much liked the dark, but there are so many unique discoveries to make in the dark places beneath the earth's surface that my curiosity often overcomes my trepidation. It was in pursuit of such discoveries that Chari, Ten, and I found ourselves in a situation I can only describe as "incredibly perilous."

We were flying over the Arcadian coast when we spotted a network of cave openings that seemed to honeycomb the region, from cave mouths along the coastal cliffsides to sinkholes and notable gorges carving their way inland. We collected our spelunking gear and a healthy supply of chalk and torches, then descended into a particularly promising crevasse.

Telero would typically have scouted the area for us ahead of time, but Dr. Pom had not yet cleared him to return to fieldwork after the run-in with the manticores. Thankfully, Chari's ancestral gifts were a godsend for our task, as the twisting passages and monotonous rock walls of the ever-deepening caverns might have proven nearly unnavigable without her expert assistance. Our minotaur scribe led us reliably onward, and we marked a number of mineral deposits, natural gardens of rare fungi and lichens, and leucistic cave creatures.

It was while collecting samples from one such fungal grove that trouble found us. A ferocious morthak, an eyeless and obstreperous beast, came upon us, blocking the way we had come and attempting to force us deeper into the unmarked caverns.

Perhaps Chari could have found an alternative way out for us within the winding cavern tunnels, or perhaps the morthak would eventually have let us be and allowed an opportunity for our retreat; fortunately, we will never know.

A human woman clad in black and red leathers and wielding a strange weapon appeared, apparently having been hunting the morthak prior. She spat forth a toxic stream first, some trick of ranger magic I had not seen before. As the creature turned its attention to her, we fell back, though we were eager to ensure that our savior did not become a victim in turn. Rummaging in their pack, Ten produced an animal whistle of the kind typically used for canines. Thankfully, morthaks have even more sensitive ranges of hearing, and the whistle's inaudible call seemed to help repel the beast, which fled at great speed. The ranger's pursuit was equally dogged, and eventually, we lost them both in the cavern depths.

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Rangers are consummate masters of the outdoors, able to track quarries, identify creatures, and read the environment in equal measure. The following options expand on rangers' warden spells, which let them channel the primal magic of the natural world.

Ranger Feats

NATURAL CONDUIT ◆ FEAT 4

CONCENTRATE RANGER SPELLSHAPE

Prerequisites warden spells

Requirements You have line of effect to your animal companion or another friendly animal within 60 feet.

You can use an animal as a conduit for your magic. If the next action you use is to Cast a Spell that has a range, the spell uses the animal as its origin point.

ANIMAL STRENGTH FEAT 6

RANGER

Prerequisites *animal feature* warden spell

You tap into the primal strength of your *animal feature*. When you gain a claw or jaws attack from *animal feature*, you can choose a weapon you're carrying and apply all runes from that weapon (if they're applicable) to that unarmed attack. This replaces any runes the unarmed attacks would normally have from other sources, like *handwraps of mighty blows*. In addition, when you critically hit with a claw or jaws attack from *animal feature*, you deal 1d6 persistent bleed damage.

NATURE PROWLER FEAT 6

RANGER

When you begin your turn hidden or unnoticed by your hunted prey, that creature is off-guard to you until the end of your turn. If you're in natural surroundings, you can Avoid Notice and Sneak at full speed.

Warden Spells

These warden spells are additional options for rangers who choose the Initiate Warden, Advanced Warden, Masterful Warden, and Peerless Warden feats, which begin on page 157 of *Player Core*.

Initiate Warden Spells

DISTRACTING DECOY ◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS RANGER VISUAL

Range 10 feet; **Targets** 1 creature

Defense Will

You conjure a colorful, fast-moving shape, such as a small bird or other animal that draws your target's eye. They must attempt a Will save.

Success The creature is unaffected.

Failure The creature is off-guard until the start of your next turn.

Critical Failure As failure, but the creature also takes a –2 circumstance penalty to attacks while it's off-guard.

KEEN SMELL ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MORPH RANGER

Duration 1 minute

Your nose becomes more sensitive to the scents of the wild, the better for you to track your quarry. For the spell's duration, you gain scent as an imprecise sense with a range of 30 feet. Your hunted prey can't be undetected by you as long as it's within your scent range.

Heightened (3rd) Your scent range increases to 60 feet.

SLIME SPIT ◆◆ FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE POISON RANGER

Range 30 feet; **Targets** 1 creature

Defense Reflex

You spit toxic goo that coats your target's face and eyes, dealing 2d6 poison damage. It must attempt a Reflex save.

Critical Success The target takes no damage.

Success The target takes half damage and is dazzled for 1 round, though it can Interact to wipe its eyes and remove the condition.

Failure The target takes full damage and is dazzled until the end of your next turn.

Critical Failure The target takes double damage, is blinded for 1 round, and is dazzled until it uses an Interact action to wipe its eyes.

Heightened (+1) The damage increases by 2d6.

Advanced Warden Spells

CANOPY CRAWLER ◆◆ FOCUS 2

UNCOMMON CONCENTRATE FOCUS MANIPULATE MORPH RANGER

Range touch; **Targets** yourself or your animal companion

Duration 10 minutes

The target grows a prehensile tail, or gains prehensile qualities in their existing tail, to help them climb with ease. For the duration of the spell, they gain a climb Speed equal to their highest Speed. The target can Climb with a hand occupied (or two hands occupied if they have the Combat Climber feat).

Heightened (5th) The spell's duration increases to 1 hour, and you can target both yourself and your animal companion with a single casting.

IMITATE FAUNA ◆◆ FOCUS 2

UNCOMMON CONCENTRATE ILLUSION FOCUS MANIPULATE RANGER

Range 30 feet; **Targets** 1 willing animal

Duration 1 hour

You use your knowledge of nature to pass the target off as a common animal of the same size, representing a species chosen when the spell is cast. This covers the target's visual appearance, scent, and voice. The target can communicate with other members of the species as though they shared a language but can't speak other languages while the spell persists.

Casting *imitate fauna* counts as setting up a disguise for the purpose of the Impersonate action. It allows the target to ignore any circumstance penalties they might take for

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"WARDENS" OF NATURE

Though language is far from my expert field of study, I cannot help but note how often we choose to describe the wilds as something to be protected. "Guardians," "protectors," and, of course, "wardens." I have heard this term used not just for those four mythical animals we scour Golarion for, but also for those magical knacks and tricks used by the scouts and hunters who range across the wild. I wonder if there is some historical link between the two—if once, in a more primeval time, the Wardens of the Wild might have been known more widely, their magical abilities and techniques used as inspiration by rangers who glimpsed them in the field. Or perhaps these spells were once gifts from the Wardens of the Wild in a time when we sapient animals fell under their direct protection. And, of course, it could be simple linguistic coincidence. A subject for future study!

being disguised as dissimilar creatures, and it gives the target a +4 status bonus to Deception checks to prevent other animals from seeing through their disguise. You can Dismiss this spell.

Heightened (5th) You can target up to six willing animals.

Master Warden Spells

THREATENING MIMICRY ◆◆ FOCUS 3

UNCOMMON CONCENTRATE EMOTION FEAR FOCUS ILLUSION MANIPULATE MENTAL RANGER

Area 10-foot emanation

Defense Will

You appear larger and stronger to nearby creatures, appearing to possess threatening features like antlers, claws, or poison to their senses. Each non-allied creature in the area must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 1. This condition doesn't decrease at the end of its turn if it damaged you during that turn.

Failure As success, but frightened 2.

Critical Failure As success, but frightened 3.

WARNING STRIPES ◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS MORPH POISON RANGER

Duration 1 minute

Your skin becomes painted with vivid stripes or bright aposematic swirls, warning other creatures of its toxic qualities. Any creature that touches you or hits you with an unarmed melee attack takes 2d8 poison damage.

If you have an animal companion, you can cast this spell on them instead, with a range of 30 feet.

Heightened (+2) The poison damage increases by 1d8.

Peerless Warden Spells

GLUTTONOUS GROWTH ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS MANIPULATE PLANT RANGER

Range 120 feet; **Area** all squares that contain plants in a 20-foot burst

Duration sustained up to 1 minute

Plants in the area grow rapidly, taking on carnivorous characteristics as they seek to consume prey. All affected squares are difficult terrain, both on the ground and for flying creatures. Each creature that begins its turn in the area must attempt a Reflex save unless it's already grabbed or restrained.

Critical Success The creature is unaffected.

Success The creature is grabbed until the beginning of its next turn or it Escapes.

Failure The creature is grabbed until the spell ends or it Escapes.

Critical Failure The creature is restrained until the spell ends or it Escapes.

When you Sustain this spell, each creature grabbed or restrained by the plants takes 4d6 piercing damage.

Heightened (+1) The damage dealt by the plants when you Sustain the spell increases by 2d6.

PACK BREAKER ◆◆ FOCUS 5

UNCOMMON CONCENTRATE FOCUS MANIPULATE MENTAL RANGER

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute

You can deceive creatures by changing their perception of their allies' behavior. Each affected creature suspects their allies have changed allegiance, depending on the outcome of their Will save. Regardless of the effects of the saving throw, the creature is then temporarily immune to *pack breaker* for 1 hour.

Critical Success The creature is unaffected.

Success The creature becomes unfriendly to all creatures to which it wasn't already hostile, even those that were previously allies. It treats no one as an ally for 1 minute. Each of its former allies within its reach must attempt a save against *pack breaker*.

Failure As success, but the creature is also confused for 1 round.

Critical Failure As success, but the creature is confused for 1 minute.

PULVERIZING WAKE ◆◆ FOCUS 5

UNCOMMON ATTACK CONCENTRATE FOCUS MANIPULATE RANGER SONIC

Targets 1 creature within reach; **Area** 15-foot cone

Defense AC and basic Fortitude (see text)

Imitating raptorial creatures, you attack with such speed it drives a sonic shockwave. Make a melee Strike against a creature in your reach; if you hit, you deal an additional 3d8 sonic damage. Regardless of the result of your Strike, that creature becomes the point of origin of a 15-foot cone, aimed directly away from you. All creatures in that cone take 6d8 sonic damage (basic Fortitude save).

Heightened (+1) The damage of the cone increases by 1d8.

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While many look beyond the natural world for solutions to their problems, they miss the beings of great and terrible power that live all around them. Any of these entities, whether flying through the skies or hiding within mortals' bodies, holds secrets that underpin the natural world.

Devourer of Decay

Your patron appeared at the end or near the end of a life, flickering in feverish visions or glinting mysteriously in the eyes of waiting scavengers. Although horrifying to many, decay creates the resources needed for new life. This fate awaits you and possibly even your patron, whether they're a towering arboreal, a subterranean fungus creature, or one of the psychopomps that shepherds the entire process along.

Spell List primal; **Patron Skill** Nature

Lesson of the Hungry Scavenger Your patron teaches ways to convert death into new life. You gain the *scrounger's glee* hex cantrip, and your familiar learns *enfeeble*.

Familiar of Parasitic Might Your familiar appears gaunt and malnourished or otherwise on the brink of death, even though it's quite healthy. When you Cast or Sustain a hex, your familiar can draw on the waning strength of another to sustain itself. One creature within 15 feet of your familiar with less than half of its maximum Hit Points becomes sickened 1 unless it succeeds at a Fortitude saving throw against your spell DC.

SCROUNGER'S GLEE ❖ CANTRIP 1

UNCOMMON AUDITORY CANTRIP CONCENTRATE FEAR HEX MENTAL WITCH

Patron Devourer of Decay

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

With a cruel laugh and a flash of your canines, you make a target understand that death is coming to claim it and that its demise will serve to strengthen another. The target becomes frightened 1 if it fails a Will save (or frightened 2 on a critical failure). This condition can't be reduced below 1 while the spell is active and the target can hear you. You can Dismiss the spell as a reaction when an ally critically succeeds at a Strike against the target, restoring 1d4 Hit Points to that ally.

Heightened (+2) The number of Hit Points restored when you Dismiss the spell increases by 1d4.

Ripple in the Deep

When your patron appeared, it was as an unfathomably large shadow beneath the waves, possibly as an ancient denizen of the vast waters like a kraken. Whether channeling the lethal terror of an oceanic predator or singing the ancestral wisdom of its gentle giants, your leviathan patron brings you lessons from the unplumbed depths of the world.

Spell List primal; **Patron Skill** Nature

Lesson of Surface and Seas Your patron teaches of the dangers and wonders of its domain, even at the very edges of the water. You gain the *sting of the sea* hex cantrip, and your familiar learns *dizzying colors* or *grease*.

Familiar of Overwhelming Tides Your familiar constantly drips with ocean water. When you Cast or Sustain a hex, you can cause a small wave to surge forth from your familiar. One creature within 10 feet of your familiar is pushed 5 feet away from your familiar.

STING OF THE SEA ❖ CANTRIP 1

UNCOMMON CANTRIP CONCENTRATE HEX WITCH

Patron Ripple in the Deep

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

A long tentacle like that belonging to an octopus, anemone, or man-of-war, dripping with briny water, appears from a glowing blue portal to wrap around the target's face, blocking its vision. For the duration of the spell, the target must attempt a Fortitude save at the beginning of its turn. The portal follows the target around, and the tentacle can't be targeted or harmed.

Critical Success The target is unaffected.

Success The target takes a –2 penalty to Perception checks involving vision until the end of its turn.

Failure The target is dazzled until the end of its turn.

Critical Failure The target is blinded until the end of its turn.



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Whisper of Wings

Wings and swirling winds announced the approach of your patron. The wings might have been radiantly feathered, jeweled like a dragonfly's, strangely mechanical, or leathery with the scent of sulfur, but the controlled chaos of their movements contained countless teachings.

Spell List primal; **Patron Skill** Nature

Lesson of the Observed Sky Your patron teaches that the sky can guide you anywhere you let it. You gain the *murmuration* hex cantrip, and your familiar learns *gentle landing*.

Familiar of Nimble Flight Even if your familiar doesn't have wings, it can sometimes move as if carried aloft by the wind. When you Cast or Sustain a hex, your familiar can Fly up to 15 feet; this movement doesn't trigger reactions.

MURMURATION ◆ CANTRIP 1

UNCOMMON CANTRIP CONCENTRATE HEX SONIC WITCH

Patron Whisper of Wings

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

The target feels the brush of feathers against its skin and hears screeches in its ears, warning it to keep away from a creature you designate that's within 30 feet of you when you Cast this Spell (which can include yourself). Once per round, if the target moves closer to the designated creature, it must attempt a Will save or take 1d4 piercing or sonic damage.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage.

Critical Failure The target takes 1d4 sonic and 1d4 piercing damage, and if it attempts an attack roll or hostile skill check this round, it takes a –2 status penalty to the roll.

Heightened (+1) The damage increases by 1d4 on a success or 2d4 on a critical success (1d4 of which is sonic and 1d4 of which is piercing).

Greater Lessons

You can select from these lessons when you can choose a greater lesson.

Lesson of Decay: All living things eventually decay, feeding fungus and insect. You gain the *mycological malady* hex, and your familiar learns *insect form*.

Lesson of the Flock: Power flows when many work as one. You gain the *sheltering wings* hex, and your familiar learns *levitate*.

Lesson of the Shark: Learn the ways of this deadly oceanic predator. You gain the *blood in the water* hex, and your familiar learns *feet to fins*.

BLOOD IN THE WATER ◆◆ FOCUS 3

UNCOMMON CONCENTRATE FOCUS HEX MANIPULATE SPIRIT WITCH

Lesson shark

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Requirements The target is taking persistent bleed damage or your last action dealt slashing damage to the target.
Range 30 feet; **Targets** 1 creature that can bleed
Defense basic Reflex; **Duration** sustained up to 1 minute

Predators are drawn to the scent of blood, and blood can disperse shockingly far in the water. You summon the spirits of aquatic predators to appear as a spectral swarm around the target. When you Cast or Sustain this Spell, the target takes 2d6 spirit damage (basic Reflex save). If the target takes any damage from the spell, it treats all water as difficult terrain for 1 round as the predators try to drag them down. The spectral predators don't take up space, grant flanking, or have any other attributes a creature would.

If you deal slashing damage to the target while the spell is active, you automatically Sustain this Spell. If you cast *blood in the water* while a previous casting of this hex is still in effect, the previous effect ends.

Heightened (+2) The damage dealt increases by 2d6.

MYCOLOGICAL MALADY ❖❖ FOCUS 3

UNCOMMON CONCENTRATE DISEASE FOCUS HEX MANIPULATE WITCH

Lesson decay
Range touch; **Targets** 1 creature
Defense Fortitude; **Duration** sustained up to 1 minute

You infect your target with fungal spores to hasten the cycle of decay. The target must attempt a Fortitude saving throw. Undead that aren't incorporeal, such as skeletons and zombies, don't have their normal immunity to this disease, as the spores can still colonize their remaining flesh and bone. This might also apply to other non-living creatures made of organic material at the GM's discretion.

Critical Success The target is unaffected.
Success The target sprouts mushrooms and is enfeebled 2 for 1 round.
Failure The target is afflicted with voidcap spores at stage 1.
Critical Failure The target is afflicted with voidcap spores at stage 2.
Voidcap Spores (disease) This disease ends when the spell ends; **Stage 1** enfeebled 2 (1 round)**; Stage 2** enfeebled 2 and slowed 1 (1 round); **Stage 3** enfeebled 2, slowed 1, and stupefied 2 (1 round)

SHELTERING WINGS ↷ FOCUS 3

UNCOMMON FOCUS HEX MANIPULATE WITCH

Lesson flock
Trigger An ally moves through a square within 15 feet of you or uses an action that has the move trait.
Range 15 feet; **Targets** 1 ally

Like migratory birds, you know everyone flies farther together. You cause immense wings to sprout from your familiar. Your familiar Flies up to 30 feet, though it must move toward the triggering ally. If your familiar ends this movement adjacent to the triggering ally, it lands on their back; until the beginning of your next turn, the familiar automatically is carried by the ally, and its wings provide them cover. When the spell ends, the familiar hops off your ally into an adjacent square.

Witch Feats

SCATTER SWARM ❖ FEAT 2

MAGICAL WITCH

Frequency once per round

Your patron reaches through your familiar to magically disperse a group of smaller threats. A swarm that shares a space with your familiar takes damage equal to the swarm's weakness to area damage. You choose whether this is acid, cold, electricity, or fire damage, and this action gains the trait of the damage type you choose.

PORTENTS OF THE HARUSPEX ↷ FEAT 4

CONCENTRATE PREDICTION WITCH

Trigger A creature within 30 feet is reduced to 0 Hit Points in a way that doesn't destroy their body.

Although the divinations of a haruspex traditionally require organs and lengthy interpretation, you've learned how to glimpse the future in a more simple fashion by reading creatures' wounds. The glimpse of the future gives guidance on what tools are best to use next.

Roll 1d12 to determine the damage type favored by your prediction. The next time before the end of your next turn that you or your allies deals that damage type to an enemy, that enemy has weakness equal to your level against that damage.

D12	Damage Type
1	acid
2–3	bludgeoning
4	cold
5	electricity
6	fire
7	mental
8–9	piercing
10	poison
11–12	slashing

WILD WITCH'S ARMAMENTS FEAT 6

WITCH

Prerequisites Witch's Armaments

Your patron's power continues to enhance your natural offensive capabilities. You gain additional effects for any of the unarmed Strikes you chose from Witch's Armaments. If you took that feat multiple times to gain multiple attacks, you gain the appropriate additional effects.

- **Eldritch Nails** Your nails can tear and rend with the force of a beast. If you hit the same enemy with two consecutive nails Strikes, that enemy takes additional slashing damage equal to half your level on the second Strike.
- **Iron Teeth** Like a true predator, your teeth can crunch bone. A creature that you critically hit with a jaws Strike must succeed at a Fortitude save against your class DC or become sickened 1.
- **Living Hair** Part of your hair hardens into sharp quills that you can eject with force. You gain a quills ranged unarmed strike that deals 1d4 piercing damage with a range of 15 feet. Your quills are in the dart group.

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Zoophonic Bards

The sights and sounds among the mountains have always seemed magnificent and larger than life to me—awe-inspiring, terrifying, and beautiful all at once. This morning was no different as we were venturing deeper into the shadowed valleys of the Tusk Mountains. This was further than any of the *Zoetrope*'s crew had gone into the wilds without our additional protection, and we were hoping to make it back to camp before nightfall.

I couldn't shake the feeling of being watched as we wandered into the sub-alpine forest, brushing back branches and doing our best to move quietly and carefully. But every time I turned to look, there was nothing there, just the glimpse of a bird swooping between the rocks or a bare branch swaying in the morning breeze.

We had paused to rest and rehydrate when I felt a momentary tremor, the scree on the slope above us shifting like ripples on a pond. A grinding screech broke the silence as claws split the ground behind us, immediately followed by a weasel-like animal colored the same gray as the stone dust. It wriggled fully into view, blocking our path out of the valley with an unmistakably aggressive posture.

Chari and I still paused, contemplating whether we might be able to sketch the creature, but Telero wisely spurred us further down the path. The creature—we later learned it's called a holdfast by the locals—easily followed us through the winding valley, burrowing around obstacles and bursting up in our midst with bared teeth. Despite the danger, I found myself wishing Ten had accompanied us to see this underground denizen; I would have been in awe were I not afraid for my life.

Right when we thought conflict inevitable, shrill chirps filled the air. Adventurer and holdfast alike turned toward the sound to see an orc in sturdy clothes mimicking complex calls with a small wooden whistle. As the song progressed, the creature threatening us calmed, hackles no longer raised, eyes no longer steeled with the fury of the hunt. It scrabbled up to the stranger's feet, making strange, seemingly contented rumbling sounds. Several more of the creatures crawled from among the rocks, emerging from burrows we had not even seen, to gather around the stranger. One gently carried a cub, no larger than a normal weasel, in its mouth.

When their whistling song came to an end, the stranger reached up and placed a hand on the side of the leader's neck—not unlike how one would greet a horse. I could not catch their words, but it seemed that they spoke to each other, the gentle whisper of the stranger's voice in an unknown tongue, and the squeaks of the creature in return.

And then, just as swiftly as the first had approached us, the creatures were gone, slinking back into the valley. The stranger watched them go with a smile before tucking their whistle back into a sling on their hip. I couldn't let the chance to learn their secrets pass; while the rest of the team calmed and resettled to finish our break, I carefully approached the stranger. They spoke in a rumbling, musical voice and asked after our mission, almost defensively. When I assured them we were simply here to learn, the stranger relaxed and informed me that the beasts of the mountains were always willing to listen, if only you knew how to speak to them.

Sooner than I would have liked, the stranger turned to leave. My hands itched for my notebook, desperate to capture more of the knowledge they had gained from the creatures of the wilds. I hope to cross paths with this stranger again, or perhaps another person of their craft, so we may learn more of the secrets of the wilds through the lens of the creatures that live here.



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There's music in nature, from singing beasts and chirping insects to the chorus caused by rustling leaves and a thrumming waterfall. The options here allow bards to call upon this music to communicate with and command the natural world.

Zoophonia Muse

Your muse is a master of birdsong, wolf howls, trumpeting elephants, and other animal communication, pushing you to new heights and encouraging your connections with nature. If your muse is a creature, it might be an enlightened animal or a spirit guide. If it's a deity, it might be one of the Wardens of the Wild, Gozreh, or another representative of nature.

Muse Feat Zoophonic Communication
Muse Spell *summon animal*

Bard Feats

ZOOPHONIC COMMUNICATION — FEAT 1

BARD

Prerequisites zoophonia muse

Your studies have expanded your ability to parley and negotiate into the animal realm. You can Request from animals using Performance instead of Diplomacy as though you shared a language, although this gives you no special ability to understand their responses. You can also use Performance instead of Nature to Command an Animal.

BESTIAL SNARLING ◆ — FEAT 2

AUDITORY BARD EMOTION FEAR MENTAL

Prerequisite zoophonia muse

You can convey the subtle menace of a low growl or predatory rumble. Attempt a Nature or Performance check, and compare it to the Will DC of each enemy adjacent to you. If you have an animal minion, such as an animal companion or summoned animal, you can also compare it to each enemy adjacent to them. For each creature that you succeed at, it's frightened 1 (or frightened 2 if it's an animal). Regardless of the result, each target is temporarily immune to your Bestial Snarling for 10 minutes.

ZOOPHONIC COMPOSITION ◆ — FEAT 4

BARD

Prerequisites zoophonia muse
Frequency once per day
Requirements Your most recent action was to cast a composition spell.

When the inspiration strikes, you can weave messages for animals into your compositions. You Sustain a *summon animal* spell or Command an Animal.

EARS OF THE FOREST — FEAT 8

BARD

Prerequisites zoophonia muse

Beyond relying on your own senses, you keep an ear open for nearby creatures for help in exploring your surroundings. When you Seek, if there are any willing animals in the selected area, you can borrow their senses. Doing so lets you Seek with scent and tremorsense as imprecise senses, along with any other senses appropriate to the animals in the area, at the GM's discretion.

SONGBIRD'S CALL — FEAT 8

BARD

Prerequisites zoophonia muse

You call to the wilds with the voice of a songbird, thereby summoning a cloud of its kin. You learn the *songbird's call* composition spell.

CHORUS COMPANION — FEAT 12

BARD

Prerequisites zoophonia muse, mature animal companion

Animals can be musical partners as much as the subjects or audience. Your animal companion becomes trained in Performance (or expert if it was already trained). When you cast a composition spell, you can have it originate either from you or from your animal companion, if your animal companion is within 30 feet of you.

MUSICAL SUMMONS ◆◆◆ — FEAT 14

BARD

Prerequisites zoophonia muse

Your studies have given you a deeper understanding of animals and beasts, allowing you to call them to your side as you cast your spell. You cast *summon animal* and a one-action composition spell.

PACK PERFORMANCE ↻ — FEAT 18

BARD

Prerequisites zoophonia muse
Trigger A creature counteracts or disrupts the spell you're casting.
Requirements You have an animal minion within 30 feet of you.

When you and animals sing together, your words ring even brighter and bolder, cutting through disruptions. The animal assisting you can Stride and Strike the triggering creature. If the attack succeeds, your action isn't counteracted or disrupted.

Composition Spell

SONGBIRD'S CALL ◆◆ — FOCUS 4

UNCOMMON AURA BARD COMPOSITION CONCENTRATE

Area 15-foot emanation centered on you
Defense basic Reflex; **Duration** sustained up to 1 minute

Your voice calls a storm of songbirds that whirl around you and peck at your enemies. All creatures within the area of whirling birds become concealed, and all creatures outside the area become concealed to creatures within it. A creature other than you that enters or ends its turn in the area takes 1d6 piercing damage as the birds peck at it.

Heightened (+2) The damage increases by 1d6.

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BEASTMASTER (ARCHETYPE)

The bond that forms between a beastmaster and their companions is an empathic link. They're a pack, a family. Those who dedicate themselves to exploring their relationship with their animals can truly unlock their pets' true potential. This undertaking isn't a trivial one, requiring harsh trials and tremendous understanding for these bonds to develop. Some Kellid beastmasters utilize the harsh conditions found in the northern regions of Golarion as a method of bonding with their companions. They often subsist in the wild for months on end, relying on only each other to brave the winters. Although its advocates claim cold is the best way to temper bonds, other cultures perform similar training in harsh deserts, isolated islands, or deep in the undead-haunted Gravelands.

Perhaps the greatest contribution beastmasters make to their companions is as a teacher and mentor. Although instinct takes animals far, it also binds them into strict patterns. The companions of a skilled beastmaster can break free of those patterns, using their natural tools with nuance that matches a well-trained humanoid warrior.

For more on the beastmaster archetype, see *Player Core 2* 188.



SPIRIT OF THE BEAST — FEAT 4

ARCHETYPE

Prerequisites Beastmaster Dedication

You imbue your companion with the aspect of another animal. You gain the *spirit of the beast* focus spell.

BESTIAL PROTECTION — FEAT 6

ARCHETYPE EMOTION FEAR MENTAL

Prerequisites Beastmaster Dedication, animal companion that's Large or larger

Your companion's mere presence is enough to rattle creatures that fall under its shadow. When a creature adjacent to your animal companion that's smaller than it targets you with an attack, that creature becomes frightened 1.

NATURE'S PRECISION — FEAT 6

ARCHETYPE

Prerequisites Beastmaster Dedication, animal companion with an agile or finesse unarmed attack

Your companions pick at an enemy's weak points. When your companion strikes a off-guard creature with an agile or finesse unarmed attack, it deals an additional 1d4 precision damage (2d4 if the animal companion is specialized). If the companion already deals precision damage, combine the precision damage.

TENACIOUS ENDURANCE — FEAT 6

ARCHETYPE EMOTION MENTAL

Prerequisites Beastmaster Dedication

You encourage your companion to refuse to yield, against even the mightiest of foes. When one of your animal companions is reduced to 0 Hit Points, if it isn't wounded, it can remain standing with 1 Hit Point and become wounded 1.

PACK MOVEMENT ❖❖ — FEAT 8

ARCHETYPE FLOURISH

Prerequisites Beastmaster Dedication

You and your companion move to take down a common enemy. You and your animal companion both Stride. If both of you end your movement within reach of the same creature, you and your animal companion each make a melee Strike against the creature. You can use Pack Movement to Burrow, Climb, Fly, or Swim instead of Stride if both you and your animal companion have the corresponding movement type.

FEROCIOUS CHARGE — FEAT 10

ARCHETYPE

Prerequisites Beastmaster Dedication, animal companion with an antlers, head, or horn unarmed attack

You've taught your companions to charge directly at an enemy. Your companions with a qualifying unarmed Strike learn the Ferocious Charge activity.

Ferocious Charge ❖❖ The companion Strides up to twice its Speed in a straight line and makes an antlers,

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head, or horn Strike. If it moved at least 20 feet, it deals an additional 1d8 damage. This damage increases to 2d8 if your companion is specialized. The companion can use Ferocious Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if it has the corresponding movement type.

RUNNING KICK FEAT 10

ARCHETYPE

Prerequisites Beastmaster Dedication, animal companion with a foot, hoof, or talon unarmed attack

Your companion weaves in and out of combat, swiftly attacking before getting to a better position. Your companions with a qualifying unarmed attack learn the Running Kick activity.

Running Kick ❖❖ This companion Strides up to twice its Speed and makes a hoof, foot, or talon Strike at any point during the movement. This movement doesn't provoke reactions from a creature damaged by the Strike.

SINKING JAWS FEAT 10

ARCHETYPE

Prerequisites Beastmaster Dedication, animal companion with a jaws or fangs unarmed attack

Like how a constrictor wraps itself around its next meal, your companion tightens its teeth around its constrained prey to squeeze the life out of it. Your companions with a qualifying unarmed attack learn the Sinking Jaws activity.

Sinking Jaws ❖ **Requirements** This companion has a creature grabbed or restrained with its jaws or fangs; **Effect** This companion's grabbed or restrained foe takes piercing damage equal to the companion's level plus Strength modifier.

SWEEPING TAIL FEAT 10

ARCHETYPE

Prerequisites Beastmaster Dedication, animal companion with a tail unarmed attack

Your companion swings its tail powerfully. Your companions with a qualifying unarmed attack learn the Sweeping Tail activity.

Sweeping Tail ❖❖ This companion makes two tail Strikes against different creatures within its reach, increasing its multiple attack penalty as normal. On a hit, it pushes a target back 5 feet or 10 feet on a critical hit. This is forced movement.

VICIOUS REND FEAT 10

ARCHETYPE

Prerequisites Beastmaster Dedication, animal companion with a claw, fist, pincer, or talon unarmed attack

Your companion sinks its claws and rips. Your companions with a qualifying unarmed attack learn the Vicious Rend activity.

Vicious Rend ❖❖ Make two claw, fist, pincer, or talon Strikes against the same target, applying the multiple attack penalty as normal. If both Strikes hit, the target takes an additional 1d6 persistent bleed damage. This damage increases to 2d6 if your companion is specialized.

BILLOWING WINGS FEAT 12

AIR ARCHETYPE

Prerequisites Beastmaster Dedication, animal companion with wings

You've trained your winged companions to gather air in their wings, whipping up a concentrated gust of wind at opponents, potentially staggering them. Your companions with wings gain a gust ranged unarmed attack, which deals 1d4 bludgeoning damage with a range of 30 feet and has the air and propulsive traits. On a critical hit, the target is pushed back 5 feet. This is forced movement.

HEIGHTENED INSTINCTS FEAT 18

ARCHETYPE

Prerequisites Beastmaster Dedication

You've worked to sharpen your companions' instincts to supernatural levels. When one of your companions rolls a success on a saving throw, it gets a critical success instead.

PACK TAKEDOWN ❖❖ FEAT 20

ARCHETYPE FLOURISH

Prerequisites Lead the Pack

Requirements You have two active companions.

The pack is strongest when it acts as one, and like a group of hungry wolves, you work together to bring down a single target. If you and both of your active companions threaten the same creature, each of you makes a melee Strike against it. The creature is off-guard against all of these attacks. If more than one attack hits, combine the damage from all successful Strikes, and apply resistances and weaknesses only once.

Focus Spells

SPIRIT OF THE BEAST ❖ FOCUS 2

UNCOMMON CONCENTRATE FLOURISH FOCUS MORPH PRIMAL

Targets your animal companion

Duration 1 minute

Range 30 feet

You bring out the spirit of another animal that lives within your companion. Its body morphs slightly to take on an aspect of the animal you choose to have it emulate—for example, it might grow a pair of horns if the spirit is a bull or a tail if the spirit is a monkey. When you Cast this Spell, select from one of the following aspects.

- **Aspect of Might:** Your companion gains a +1 status bonus to Athletics checks, Intimidation checks to Demoralize, and Fortitude saves.
- **Aspect of Swiftness:** Your companion gains a +1 status bonus to Acrobatics checks, Stealth checks to Hide or Sneak, and Reflex saves.
- **Aspect of Insight:** Your companion gains a +1 status bonus to Perception checks to Seek, Survival checks to Sense Direction or Track, and Will saves.

Heightened (5th) The status bonuses increase to +2.

Heightened (8th) The status bonuses increase to +3.

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CLAWDANCER (ARCHETYPE)

Nature provides many creatures weapons for hunting and defense, but few are as common and simple as the claw. Whether for climbing, catching, or rending, claws are an indispensable tool for any limbed denizen of the wild. Humanoid species with these weapons often take pride in such a gift, developing clawed combat into an art.

Catfolk of southern Tian Xia are particularly adept at fighting with their claws. They call their style the Knives of Valash and prioritize rapid strikes mixed with sharp grapples to pin a foe in place. The style's practitioners, sometimes called Knives themselves, patrol the wilds honing their skills against the many dangers there. Once an acolyte rises sufficiently in rank, they're sent out across Golarion to explore and "sharpen their claws." Those who perfect their art over the years often return to Tian Xia to teach the next generation of the style.

CLAWDANCER DEDICATION FEAT 2

ARCHETYPE DEDICATION

Prerequisites permanent unarmed claw or talon attack (such as one granted by your ancestry or a graft)

You've practiced the art of fighting with your natural claws, hooking them into prey and thrashing at targets surrounding you. You gain the following two actions, which let you assume specific stances to strike more effectively with your claws.

Claw Stance ❖ (stance) **Effect** You extend the claws in your hands and focus your attention to take down single targets. The only Strikes you can make are frenzied claw unarmed attacks. These deal 1d6 slashing damage, are in the brawling group, and have the agile, finesse, grapple, unarmed, and versatile piercing traits.

Talon Stance ❖ (stance) **Effect** You sway in a loose stance that lets you sweep in wide arcs with the claws on your feet. The only Strikes you can make are spinning talon unarmed attacks. These deal 1d8 slashing damage, are in the brawling group, and have the finesse, sweep, and unarmed traits. You don't need a free hand to use spinning talon strikes.

CLAW SNAG ↷ FEAT 4

ARCHETYPE

Prerequisites Clawdancer Dedication

Trigger A creature attempts to Escape while you have them grappled or restrained.

You hook into the target, pulling yourself forward and rending flesh. Shift into claw stance if you aren't in it already, then make a frenzied claw Strike against the triggering creature.

DASHING POUNCE ❖❖ FEAT 4

ARCHETYPE FLOURISH

Prerequisites Clawdancer Dedication

Requirements You are in claw stance and have two open hands.

With a burst of speed, you leap into the air, slashing with your hands. You Leap, and if you end your movement adjacent to an enemy, you make two frenzied claw unarmed strikes against it. Apply your multiple attack penalty to these Strikes normally. If both Strikes miss, you fall prone at the end of your Leap.

TALON SWEEP ↷ FEAT 4

ARCHETYPE

Prerequisites Clawdancer Dedication

Trigger A creature attempts to Strike you while it's flanking you.

Your long clawed legs let you catch enemies to either side. You shift to talon stance if you weren't in it already. If the Strike misses, you can make a spinning talon Strike against any creature flanking you.

ABSCISSION SHARDS ❖ FEAT 6

ARCHETYPE

Prerequisites Clawdancer Dedication

Requirements Your last action was a successful frenzied claw or spinning talon Strike.

You twist your claw, breaking off a piece in your target. The shard deals 1d6 persistent bleed damage. This increases to 2d6 if your unarmed attacks deal three weapon damage dice, such as under a *greater striking rune*, and 3d6 if they deal four weapon damage dice.

WHEELING GRAB ❖ FEAT 6

ARCHETYPE FLOURISH

Prerequisites Clawdancer Dedication, trained in Acrobatics

You cartwheel on your claws, dancing over your foes. You shift into claw stance and Tumble Through. If you moved through an enemy's space, you can Grapple it.

HINDQUARTER KICK ❖ FEAT 6

ARCHETYPE

Prerequisites Clawdancer Dedication

Requirements You are in claw stance and have grabbed a creature.

You hold your prey's defensive limbs in place with your claws while delivering a swift kick to their unprotected sides. Shift to talon stance and make two spinning talon Strikes against the grabbed creature. Apply your multiple attack penalty to these Strikes normally. You then release the grabbed creature.

SPINNING STAND ❖ OR ❖❖ FEAT 6

ARCHETYPE

Prerequisites Clawdancer Dedication

Requirements You're prone.

You flare your legs around, using the momentum to both lash out and return to a standing position. You enter talon stance if you weren't in it already, make a spinning talon Strike against an enemy in reach, and then Stand. You don't take

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the -2 circumstance penalty for attacking while prone, and your Stand action doesn't trigger reactions. You can spend two actions using Spinning Stand to make two spinning talon Strikes instead of one; these Strikes must be against separate targets.

TEAR TENDONS ◆◆ FEAT 8

ARCHETYPE

Prerequisites Clawdancer Dedication

Requirements You are in claw stance and have two open hands.

You rake into your opponent with two claws, cutting into their muscle and depriving them of needed strength. Make two frenzied claw attacks against the same target, increasing the multiple attack penalty normally. If both attacks hit, the target must succeed at a Fortitude save against your class DC or be enfeebled 2 for 1 round; if it critically fails, it's instead enfeebled 2 for 1 minute.

FELINE DANCE ↻ FEAT 8

UNCOMMON ARCHETYPE FORTUNE

Prerequisites Clawdancer Dedication; **Access** catfolk ancestry

Frequency once per hour

Trigger You attempt a basic Reflex save.

Requirements You're in either claw stance or talon stance.

You fluidly move between stances in the process of dodging. Roll the save twice and take the higher result. If you were in claw stance, you shift to talon stance, and vice versa.

HUNTING SNAG ↻ FEAT 10

ARCHETYPE FLOURISH

Prerequisites Clawdancer Dedication

Trigger A creature within your reach uses a move action or leaves a square during a move action it's using.

Learning from nature's predators has taught you how to keep your prey close. Make a claw or talon unarmed Strike on the triggering creature. If it's a critical hit and the trigger is a move action, disrupt that action. If it hits and the creature left a square adjacent to you, you can Step into that square.

SPRINGBOARD ◆ FEAT 10

ARCHETYPE

Prerequisites Clawdancer Dedication

Requirements Your previous action was a successful spinning talon Strike against an adjacent foe.

You use the power of your leg lashing out to spring off your foe and leap toward another, your talon descending in a crescent. You Leap, which doesn't trigger reactions from the enemy you struck. If you land within melee reach of an enemy, you can choose to make a spinning talon Strike against them.

CLAW AND TALON FLOW ◆ FEAT 12

ARCHETYPE FLOURISH

Prerequisites Clawdancer Dedication

Requirements You're in either claw stance or talon stance.

You fluidly shift between your two stances. You use the unarmed attack associated with your current clawdancer stance, then switch into the other stance (if you're in claw stance, make a frenzied claw Strike and then shift to talon stance, or vice versa).

PRECISE HOOKS FEAT 14

ARCHETYPE

Prerequisites Clawdancer Dedication

Your body is a varied and deadly weapon. When you critically hit a target with your claw or talon, you can apply a critical specialization effect based on the stance you're in. For claw stance, apply the knife weapon group's effect. For talon stance, apply the axe group's effect. These effects are in addition to the claw's or talon's normal critical specialization effect if you apply it.

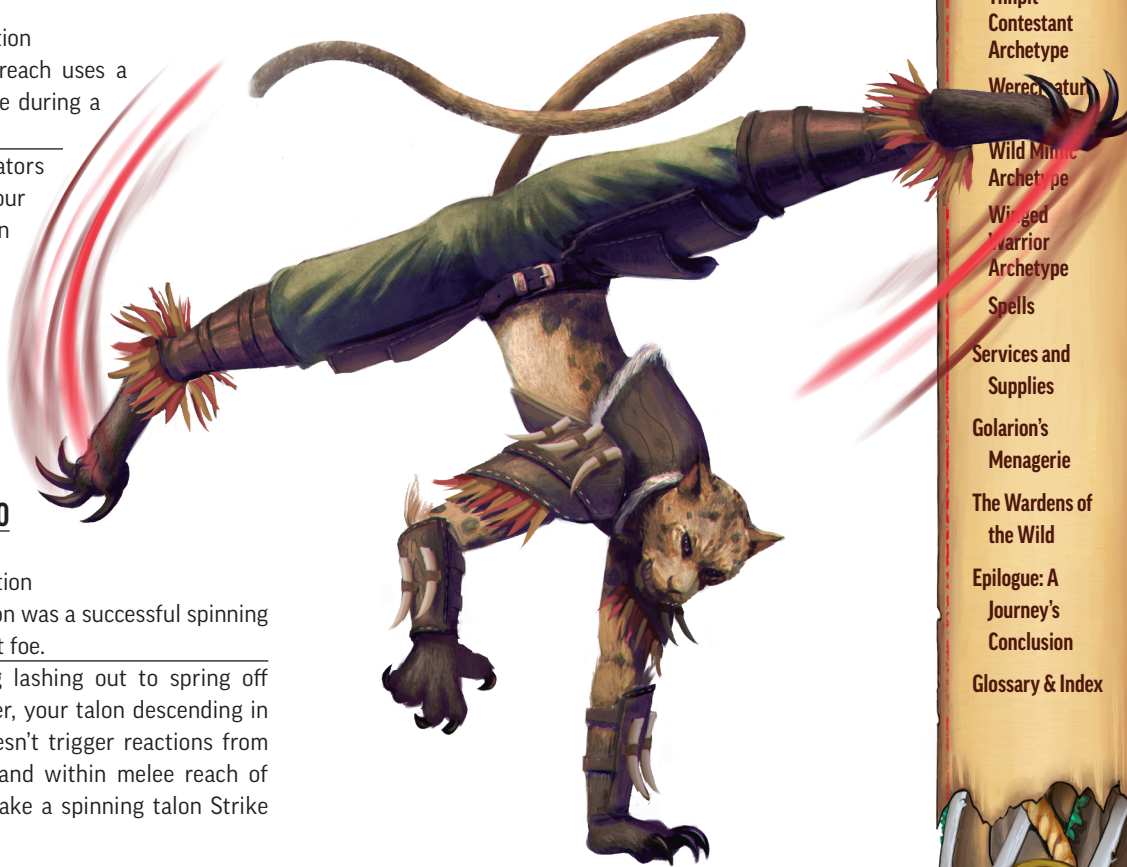
STORM OF CLAWS ◆◆◆ FEAT 16

ARCHETYPE FLOURISH

Prerequisites Clawdancer Dedication

Requirements You're in either claw stance or talon stance.

You lash out with your clawed limbs like a beast that has fallen upon its first meal in days, then back off to see your handiwork. Strike three times, with your multiple attack penalty increasing as normal. After each attack that hits and deals damage, you can Step.



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OSTILLI HOST (ARCHETYPE)

Ostillis are amorphous organisms that combine characteristics of both plants and animals. Typically found in subterranean environments, they can share a symbiotic arrangement with surkis. When a magic-gathering node on a surki's body is damaged or absent, an ostilli is placed on it like a bandage, and after several weeks, the creature fully fuses with its host and becomes a makeshift node, accumulating the magical nourishment that the surki needs to survive. With training, surkis—and increasingly, members of other species—can direct these tiny symbiotes to a variety of magical feats.

OSTILLI HOST DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Arcana or Nature; **Access** surki ancestry



You've bonded with an attached symbiote known as an ostilli. You can bond with only one ostilli at a time since the symbiote emits low-frequency magical pulses that repel other ostillis. You become trained in Ostilli Lore; if you were already trained, you become an expert.

The ostilli is a Tiny creature grafted to your body (page 97). Like other grafts, it has no Hit Points or Speeds of its own and can't be targeted separately. It can't be removed and dies when you do; in the event of your demise and resurrection, you can bond to a new ostilli during a week of downtime, though you lose any abilities granted by your ostilli bond during that time. Your ostilli is obvious, unless you attempt to cover it with clothing or armor. In such a case, an onlooker can determine you're bonded to an ostilli with a successful Nature, Perception, or Surki Lore check against your Deception DC. Your ostilli must be visible for you to use any of the actions it grants.

Your ostilli is constantly siphoning ambient magic from the surroundings, granting you the Repel Ambient Magic and Spit Ambient Magic actions.

Repel Ambient Magic ❖ (concentrate) Your ostilli glows green as it absorbs magic. Until the start of your next turn, you gain a +1 circumstance bonus to AC and saving throws against the next magical attack, cantrip, or spell that targets you. This bonus increases to +2 at 12th level.

Spit Ambient Magic ❖ (concentrate, magical) **Frequency** once per round; **Effect** Your ostilli flashes red as it regurgitates a dart of magic at a target within 30 feet. This magical dart deals 1d6 piercing damage (basic Reflex save against the higher of your class DC or spell DC). This damage increases by 1d6 at 6th level and every 4 levels thereafter.

SOOTHING PULSE FEAT 4

ARCHETYPE

Prerequisites Ostilli Host Dedication

Your ostilli can use its stored magic to help staunch your wounds, granting you the Administer Ambient Magic action.

Administer Ambient Magic ❖❖ (healing) **Frequency** once per hour; **Effect** Your ostilli pulses a calm lavender color as it converts stored magic into a curative balm. You regain 2d4 Hit Points, and you can immediately attempt a flat check to recover from persistent bleed damage with the DC reduced to 10. This healing increases by 2d4 at 8th level and every 4 levels thereafter.

TACTILE MAGIC FEEDBACK FEAT 4

ARCHETYPE

Prerequisites Ostilli Host Dedication

Your ostilli can sense nearby spellcasters. You gain an imprecise sense known as spellsense, which has a range of 60 feet and detects only creatures capable of casting spells (including creatures with innate spells). You gain a +2 circumstance bonus to Recall Knowledge checks about creatures you're detecting with spellsense.

VERSATILE MUTATION FEAT 4

ARCHETYPE

Prerequisites Ostilli Host Dedication

Your ostilli's darts can deal different types of damage. When you Spit Ambient Magic, you can choose to have the ostilli deal bludgeoning or slashing damage instead of piercing damage. At 8th level, choose one of the following: acid, cold, electricity, fire, or sonic damage; when your ostilli Spits Ambient Magic, it can deal that damage type instead and adds that trait to the action.

Special You can take this feat a second time at 16th level. When you do, choose two additional energy types from those available through this feat at 8th level; you can choose to have your ostilli deal that damage type when it Spits Ambient Magic .

CLOAKING PULSE FEAT 6

ARCHETYPE

Prerequisites Ostilli Host Dedication

Your ostilli can emit illusion magic to mask your position, granting you the Drape Ambient Magic action.

Drape Ambient Magic ❖ (illusion) **Frequency** once per round; **Effect** Your ostilli turns clear as it converts its stored magic into a bubble of refracting light around you. You become hidden to all creatures until the end of your turn. If you Strike a creature, that creature is off-guard against that attack, and you then become observed.

DEFLECTING PULSE FEAT 6

ARCHETYPE

Prerequisites Ostilli Host Dedication

Your ostilli can use its stored magic to protect you from other magic, granting you the Turn Aside Ambient Magic action.

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Turn Aside Ambient Magic ❖ (concentrate) Your ostilli glows a faint yellow as it establishes a barrier. Choose acid, cold, electricity, fire, or sonic damage. Until the beginning of your next turn, you gain resistance against the chosen damage type equal to half your level.

PROPULSIVE MUTATION FEAT 6

ARCHETYPE

Prerequisites Ostilli Host Dedication

Your ostilli can fire its dart farther. When you Spit Ambient Magic, the range increases to 60 feet.

CHAINING MUTATION FEAT 8

ARCHETYPE

Prerequisites Ostilli Host Dedication

The dart fired by your ostilli can ricochet to strike another creature. The first time each round that a target takes damage when you Spit Ambient Magic, you can choose a second target within 20 feet of the first; that target is also affected by Spit Ambient Magic.

DEADLY MUTATION FEAT 8

ARCHETYPE

Prerequisites Ostilli Host Dedication

The dart fired by your ostilli is more dangerous. The damage dice of your Spit Ambient Magic increase to d8s, and when a target critically fails its save against the ability, it also takes 1d6 persistent bleed damage. If you dealt a type of energy damage with Spit Ambient Magic (such as when dealing fire damage with Versatile Mutation), the persistent damage is damage of that type instead of bleed.

SPELL SWALLOW FEAT 10

ARCHETYPE

Prerequisites Ostilli Host Dedication

Your ostilli has grown strong enough to completely consume a spell cast at you, granting you the Devour Ambient Magic action.

Devour Ambient Magic ↷ (concentrate) **Frequency** once per day; **Trigger** A creature Casts a Spell with you as the only target; **Effect** Your ostilli radiates cyan light as its tentacle-like filters attempt to consume the magical effect. You can attempt to counteract the triggering spell with an Arcana or Nature check and a counteract rank equal to half your level.

SPRAYING MUTATION FEAT 10

ARCHETYPE

Prerequisites Ostilli Host Dedication

Your ostilli can launch a multitude of darts at once over a short distance. When you Spit Ambient Magic, you can have it affect all creatures within a 15-foot cone instead of the normal target.

CELLULAR RECONSTRUCTION ↷ FEAT 12

ARCHETYPE HEALING

Prerequisites Ostilli Host Dedication

DETACHED OSTILLIS

If your ostilli is ever removed forcibly from your body (which requires a successful Medicine check against a hard DC of your level and 30 minutes of delicate surgery), you are fatigued and can't use any of your ostilli's actions until your ostilli is reattached. This requires you to hold your ostilli to the place from which it was detached for an uninterrupted hour. If the ostilli isn't reattached within 24 hours, it dies.

Frequency once per day

Trigger You fail a recovery check while dying.

Your ostilli takes control of your nervous system and kicks your cellular functions into overdrive when you're about to die. You regain Hit Points equal to your level. For the next 2 rounds, at the start of your turn, you regain Hit Points equal to half your level. The first time you regain Hit Points at the start of your turn, you reduce your wounded condition by 1.



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SWARMKEEPER (ARCHETYPE)

Many civilizations throughout history have benefited from a symbiotic relationship with insects. A community might raise insects for certain byproducts, such as a bee's honey or a spider's silk, or tame larger versions of common species as mounts. Some even take this harmony to the extreme and willingly host a swarm of insects inside their bodies. Because of their unusual arrangement, swarmkeepers tend to live solitary lives, or at least as solitary as you can be as a host of thousands. When dealing with those who might be squeamish of their abilities, some swarmkeepers wear straw skeps, backpack-like boxes often employed by beekeepers as a kind of social camouflage. Such items might even be used to house additional insects if their swarm grows too big to fit inside their body.

Swarmkeepers can add new capabilities to their swarms. For some, this means incorporating many different species of insects into their swarm, making even mortal enemies in nature work together. Others selectively cultivate one kind of insect precious to them into various morphs that give the swarm new capabilities.

SWARMKEEPER DEDICATION — FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Nature

Your body has become a symbiotic hive for a swarm of crawling insects. You can emit your swarm using the Swarm Forth action, and you can use the Bite and Sting action while your swarm is outside your body to command it to attack. Your deep connection to your swarm precludes you from also having an animal companion, though if an ability allows you to have more than one animal companion (such as the beastmaster archetype), you can count your swarm as one. You're immune to any damage from your swarm, and during your daily preparations you can anoint up to five willing creatures with a concoction made from your pheromones to grant them immunity as well.



While outside your body, your swarm is Large and has a Speed of 15 feet and a climb Speed of 15 feet. It can occupy the same space as other creatures. While outside your body, the swarm can be attacked. It uses your statistics for defenses but is immune to grappled, prone, restrained, and mental effects that target only a specific number of creatures. The swarm has resistance equal to your level to physical damage and weakness equal to your level to area and splash damage. Any damage that would be dealt to the swarm is dealt to you instead, though you take damage only once from any ability that includes both you and the swarm in the area of effect (though you take the greater amount of damage).

Swarm Forth ❖❖ (concentrate) **Requirements** Your swarm is within your body; **Effect** Your swarm boils forth from your body into a space adjacent to yours. (Its space can overlap yours.) It remains separate from you until the end of your next turn, but you can Sustain the effect up to 1 minute. The effect also ends if you end your turn more than 60 feet away from the swarm. When you use Swarm Forth and each time you Sustain the effect, you can have the swarm Stride.

When Swarm Forth ends, the swarm disperses into individual creatures. While dispersed, it can no longer be used for actions or be targeted, and the insects return to you and nest in your body again. This typically takes 1 minute unless you're extremely far away (as determined by the GM).

Bite and Sting ❖ **Requirements** Your swarm is outside your body; **Effect** Each creature in your swarm's space takes 1d4 piercing damage with a basic Reflex save against your class DC or spell DC, whichever is higher. At 4th level and every 2 levels thereafter, the damage increases by 1d4.

APHET FLASH ❖ — FEAT 4

ARCHETYPE FLOURISH

Prerequisites Swarmkeeper Dedication

Frequency once per round

Requirements Your swarm is outside your body.

Your swarm can emit a bright flash, much like aphet beetles, a genus of flash beetles once used by Osirian miners as sources of light. Each creature in its space must succeed at a Fortitude save against your class DC or spell DC, whichever is higher, or be dazzled for 1 round (2 rounds on a critical failure). The swarm then glows with light like a torch until it returns to your body.

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PYRE ANT STING ❖ FEAT 4

ARCHETYPE FLOURISH

Prerequisites Swarmkeeper Dedication

Requirements Your swarm is outside your body.

Your swarm's stings burn with agonizing pain, much like that caused by the bright red pyre ants that make their tunnels within the parched sands of deserts like Qadira. Each creature in your swarm's space must succeed at a Fortitude save against your class DC or spell DC, whichever is higher, or take 1d6 persistent poison damage. A creature that critically fails is also enfeebled 1 for as long as it's taking this persistent poison damage.

At 8th level and every 4 levels thereafter, the persistent poison damage increases by 1d6.

WEAVER'S WEB ❖ FEAT 4

ARCHETYPE FLOURISH

Prerequisites Swarmkeeper Dedication

Requirements Your swarm is outside your body.

Your swarm can spin dense webs much like those left by stone-gray weaver spiders under eaves and in derelict city buildings, especially along the coasts of Varisia. When your swarm ends its turn, it fills all surfaces in its space with sticky webs that last for 1 minute. The webs are difficult terrain. A creature that ends its turn in the webs must succeed at a Reflex save or be immobilized until it Escapes. The webs' save DC and Escape DC are equal to the higher of your class DC or spell DC. The swarm is immune to its webs.

DISTRACTING BITES FEAT 6

ARCHETYPE

Prerequisites Swarmkeeper Dedication

You know how to take advantage of those your swarm has attacked. A creature who has taken damage from your swarm's Bite and Sting is off-guard against the first Strike you make against it in the same turn.

MOBILE SWARM FEAT 6

ARCHETYPE

Prerequisites Swarmkeeper Dedication

The clicking of fast-moving legs accompanies your swarm in all kinds of environments. Your swarm's land and climb Speeds increase to 20 feet, and the swarm gains a 20-foot Swim speed.

CARRIED WITH THE SWARM FEAT 8

ARCHETYPE

Prerequisites Swarmkeeper Dedication

When your swarm is sharing your space and Strides, you can choose to have your swarm carry you with it. You stay in the same basic position within its space while it moves and when you arrive at your new location (with your exact location determined by the GM if it's unclear). Because you're moving voluntarily, your movement isn't forced movement and therefore still triggers reactions based on movement. If your swarm Flies, and you don't have a fly Speed, you fall at the end of this movement.

SPORTLEBORE CHOKE ❖ FEAT 8

ARCHETYPE FLOURISH

Prerequisites Swarmkeeper Dedication

Requirements Your swarm is outside your body.

Like nefarious sportlebores, a species of insect that plague adventurers by hiding in their rations as counterfeit food, your swarm can crawl down throats. The sportlebores attempt to force their way into the mouth of each creature in your swarm's space. Each creature takes 4d4 piercing damage depending on its Fortitude save against the higher of your class DC or spell DC. The damage increases by 1d4 at 10th level and every 2 levels thereafter. Regardless of the result of its save, the creature is temporarily immune to sportlebore choke for 1 hour.

Critical Success The creature if unaffected.

Success The creature takes half damage and is sickened 1 as it spits out most of the offending sportlebores.

Failure The sportlebores crawl down the creature's throat. The creature takes full damage and is sickened 1.

Critical Failure As failure, but the creature takes double damage and is sickened 2.

VEIL OF BUGS FEAT 10

ARCHETYPE

Prerequisites Swarmkeeper Dedication

Your swarm is dense, blotting out vision. You and your allies gain lesser cover when in your swarm's space.

BUZZING DEATH CICADAS FEAT 12

ARCHETYPE FLOURISH

Prerequisites Swarmkeeper Dedication

Your swarm takes on characteristics of the death cicadas of the Mana Wastes, whose distinctive buzz is said to be a herald of imminent demise. The inclusion of these death cicadas grants your swarm a fly Speed of 20 feet. You also gain the Death Drone action.

Death Drone ❖ (auditory, flourish, mental) The cicadas in your swarm make a droning sound that stimulates a fear response. Each creature within your swarm's space takes 6d4 mental damage and must attempt a Will save against your class DC or spell DC, whichever is higher.

Critical Success The creature is unaffected.

Success The creatures takes half damage.

Failure The creature takes full damage, is frightened 1, and takes a –2 circumstance penalty to Perception checks that require hearing.

Critical Failure The creature takes double damage, is frightened 2, and is deafened until the start of your next turn.

EXPANDED SWARM FEAT 14

ARCHETYPE

Prerequisites Swarmkeeper Dedication

Your hive has grown to the point where it is difficult to keep your swarm contained within your body. When you release your swarm with Swarm Forth, you can choose for it to be Huge instead of Large.

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THLIPIT CONTESTANT (ARCHETYPE)

According to folklore, the thlipit martial art began with a wager. A group of bored tripkees looking for a little sport devised a game of using their tongues to gather fruit out of nearby trees. As the competition wore on and the bets escalated, the contestants began snatching falling fruit in midair and even using their tongues to push away the competition. While the names of the original competitors vary between tellings, all agree that the contest ended with a particularly magnificent tongue flick, landing an overripe mango squarely upon a losing bettor's head.

No matter the origin, variants of the game and the martial art it spawned have become mainstays in tripkee society. In contrast to other fighting styles, thlipit doesn't stand on ceremony or rigid discipline. Practitioners refer to themselves as contestants and play off the forms and moves as mere exercises or games. Despite this veneer of frivolity, thlipit can be just as dangerous in the mouth of an adept as any other weapon.

Thlipit combines fluid movements reminiscent of whip fighting with the leverage of a wrestler's stance. It favors quick smacks, brief grabs, and short throws. Friend, foe, and the contestant themselves always remain in motion. Moves are often exaggerated to play up stylish elements for spectators or lure brash opponents into attacking early.

No formal schools exist to teach thlipit. Many tripkees are familiar with the style from childhood games, even if they haven't developed the physicality to be considered a true contestant. Self-directed instruction remains common, though aspiring contestants will seek out veterans and ask to be taken on as apprentices. Even though this sort of self-directed instruction happens frequently, a veteran contestant will still occasionally take on a student or two to pass along particular forms or styles.

Though thlipit originated with tripkees, tripkee migration to Vidrian and other population centers has exposed other peoples to the sport. Most notably, thlipit has become popular with the recent generation of iruxi youth, who have adapted it for use with a tail rather than a tongue. Though not every move is possible with a tail, they have added their own innovations to the style.

Additional Feats: 4th Lunge (*Player Core* 142), **6th** Slam Down (*Player Core* 143), **12th** Crushing Slam (*Player Core* 147).

THLIPIT CONTESTANT DEDICATION FEAT 2

ARCHETYPE DEDICATION

Prerequisites You have a long prehensile tongue or a tail. At the GM's discretion, similar flexible appendages, such as tentacles, can be used to qualify instead.

Grueling practice has strengthened your tongue or tail to the point where it's become a formidable weapon. You gain a lash melee unarmed attack that is in the flail weapon group, deals 1d4 bludgeoning damage, and has the grapple and reach traits. The attack can be performed with any appendages you used to qualify for this feat.

FLY SWAT FEAT 4

ARCHETYPE

Prerequisites Thlipit Contestant Dedication

You've learned the secret of swatting away annoying pests and occasionally getting an easy meal out of it. Your lash strikes ignore an amount of swarms' resistance to physical damage equal to your level.

LASSOING LASH ❖ FEAT 4

ARCHETYPE ATTACK

Prerequisites Thlipit Contestant Dedication, trained in Athletics

Requirements The target can't be more than one size larger than you.

You quickly wrap your lash around an opponent and pull them toward you. Attempt an Athletics check against the Fortitude DC of a target within your lash's reach.

Critical Success You pull the target to any open space adjacent to you.

Success You pull the target to the nearest open space adjacent to you.

Critical Failure You misjudge your leverage and fall prone.

Special If you have the Titan Wrestler feat, you can target a creature up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

POWERFUL LASH ❖ FEAT 6

ARCHETYPE

Prerequisites Thlipit Contestant Dedication

You've learned to swing your lash ever faster and in wider arcs. The damage die of your lash increases to 1d6 instead of 1d4 and it gains the sweep trait.

SNAP FALLING FRUIT ↷ FEAT 6

ARCHETYPE

Prerequisites Thlipit Contestant Dedication

Trigger You or an ally within reach of your lash is the target of a physical ranged attack.

Your lash whips around to intercept projectiles. The target gains a +2 circumstance bonus to AC against the triggering attack. If the attack misses, you knock it out of the air.

LEVERED SWING ❖ FEAT 8

ARCHETYPE MOVE

Prerequisites Thlipit Contestant Dedication, master in Athletics

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You can wrap your lash around a tree branch or railing, then pull yourself where you need to go. Choose a solid anchor point within reach of your lash. You Fly up to your Speed as you pivot around the anchor, ending in an open space where the anchor is still within reach of your lash. If you don't end your turn in a space you could stand, you fall.

SLURP UP ◆ FEAT 8

ARCHETYPE

Prerequisites Thlipit Contestant Dedication, unarmed attack with your tongue

Your tongue darts out in search of refreshment. Choose a liquid container of up to light Bulk within reach of your lash, such as a potion or elixir. The container must be held or in the open, not stowed in a pack or bandoleer. If the container is unattended or held by a willing ally, you Interact to drink the contents. If the container is held by an unwilling creature, you must succeed on a check using your unarmed attack modifier or Thievery modifier against the creature's Reflex DC to drink the contents; this adds the attack trait.

TAIL GUARD ↷ FEAT 8

ARCHETYPE

Prerequisites Thlipit Contestant Dedication, unarmed attack with your tail

Trigger A creature enters a square that would flank you.

Enemies who attempt to stab you in the back will be unhappy to find your lashing tail on guard. Make a melee Strike against the triggering creature. If your attack is a critical hit, the movement is disrupted. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

SLINGSHOT MANEUVER ↷ FEAT 10

ARCHETYPE

Prerequisites Thlipit Contestant Dedication

Trigger A willing ally enters a space within your lash's reach using a move action.

You spin your lash out for your ally to grab on to, giving them a boost to their movement. You move the ally 15 feet into a square of their choice that is within reach of your lash. If the ally has movement remaining, they can continue their movement after completing the Slingshot Maneuver.

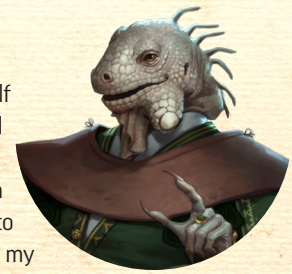
REFLEXIVE GRAPPLE ◆ FEAT 12

ARCHETYPE

Prerequisites Thlipit Contestant Dedication

You've honed your reflexes so well that your lash can begin closing around a target as soon as it makes contact. Make a lash Strike; if the Strike hits, you can immediately attempt to Grapple the target. Both actions count toward your multiple attack penalty, but don't increase your penalty until you've made both attacks.

LASHER LEAGUE



Though it may be hard to imagine an old scholar like myself performing a swatstand or blind crescent, I'll have you know that I was a half-decent guard when I was younger, and I managed to get a small league going during my time at Almas! There's nothing better for dislodging a stray thought than a little friendly sport!

SPINNING RELEASE ◆◆◆ FEAT 14

ARCHETYPE MENTAL

Prerequisites Thlipit Contestant Dedication

Requirements You have a creature grabbed or restrained with your lash.

You wind your lash around your opponent, then spin them rapidly to discombobulate them. You release your opponent, sending them wobbling 10 feet in a direction of your choice; this is forced movement. Your opponent must succeed at a Fortitude save against your class DC, with the following effects.

Failure The target is confused until the end of their next turn. They are then temporarily immune to being confused or sickened by Spinning Release for 10 minutes, though the ability can still be used to move them.

Critical Failure As failure, but the target is also sickened 1 from being spun around.

WHIRLING CLOBBER ◆◆◆ FEAT 16

ARCHETYPE ATTACK

Prerequisites Thlipit Contestant Dedication

Requirements You have a creature grabbed or restrained with your lash.

After you've grasped a creature with your lash, you swing them around like a whirling hammer, smashing them into all nearby enemies. Make a melee Strike against each enemy within your melee reach. Your last attack must be against the grabbed creature, and you gain a circumstance bonus to your attack roll equal to the number of enemies you slammed them into, to a maximum of +3. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made all your attacks. After your Whirling Clobber, you release the grabbed or restrained creature into an open square within reach of your lash.

Howl of the Wild

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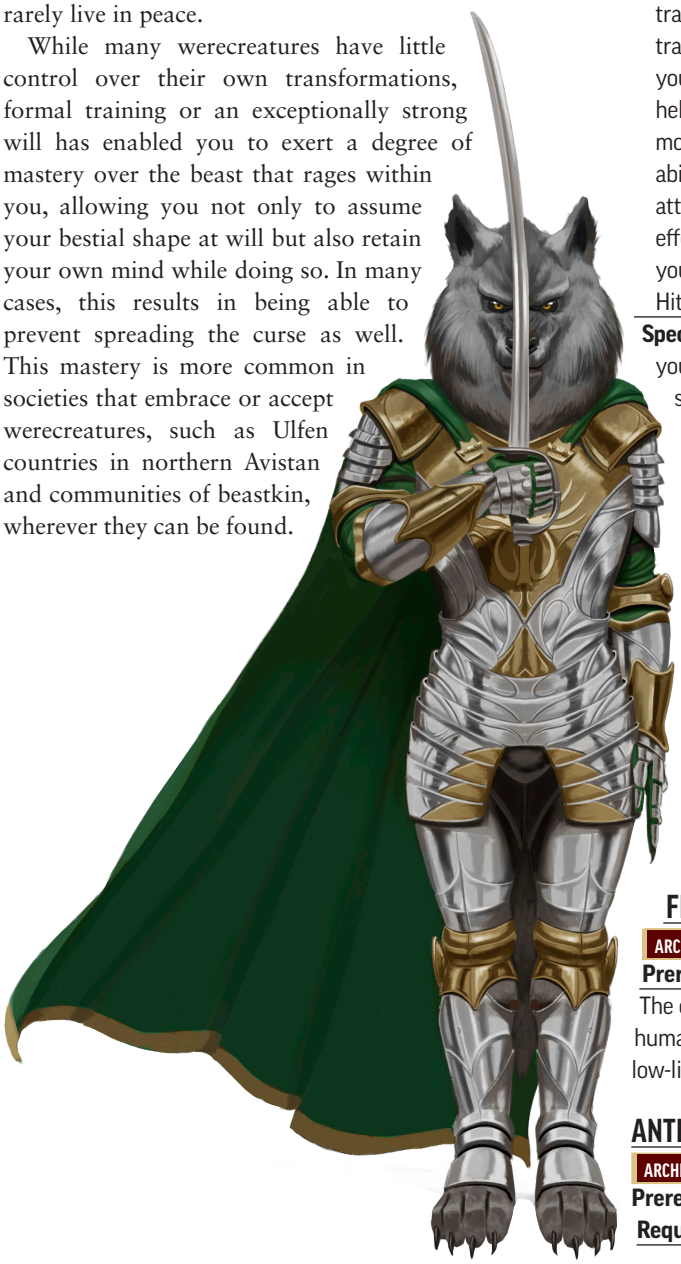
WERECREATURE (ARCHETYPE)

You're a werecreature, a humanoid doomed by an ancient primal curse to transform into an animal or an animal-humanoid hybrid under the light of the full moon. You might be a "true werecreature," born to werecreature parents; you might have found yourself afflicted with the primal curse after surviving the bite of another werecreature; or you might have been transformed into a werecreature by powerful magic, perhaps even willingly.

Although humanoids with the ability to transform into animals aren't universally feared, they're looked on with terror in many places because of a confusion with werecreatures or other threats. With the curse both spreading infectiously and robbing the afflicted control of their actions, those suspected of being werecreatures can rarely live in peace.

While many werecreatures have little control over their own transformations, formal training or an exceptionally strong will has enabled you to exert a degree of mastery over the beast that rages within you, allowing you not only to assume your bestial shape at will but also retain your own mind while doing so. In many cases, this results in being able to prevent spreading the curse as well. This mastery is more common in societies that embrace or accept werecreatures, such as Ulfen countries in northern Avistan and communities of beastkin, wherever they can be found.



WERECREATURE DEDICATION FEAT 2

RARE ARCHETYPE DEDICATION

Requirements You were born into a lineage of true werecreatures or were afflicted with the curse of the werecreature.

You're a werecreature, able to shift between your humanoid shape, an animal shape, and a monstrous hybrid of the two. You gain the beast and werecreature traits. Choose your werecreature type from the table on page 77. Once chosen, this can't be changed. You gain the Toughness feat but also a weakness to silver equal to half your level. You gain the Change Shape action. On the night of the full moon, you automatically use Change Shape to assume your hybrid shape, and you can't voluntarily activate or dismiss Change Shape until sunrise.

Change Shape ❖ (concentrate, polymorph, primal) **Effect** You transform into your hybrid or animal shape. Your equipment transforms with you and continues to provide bonuses, but your animal shape cannot use weapons, shields, or other held items and cannot use manipulate actions. You gain a movement speed, unarmed attacks, and potentially other abilities based on your werecreature type. These unarmed attacks are in the brawling group. You can Dismiss the effect to return to your humanoid shape, and you resume your humanoid shape automatically if you're reduced to 0 Hit Points.

Special If you're a beastkin, you can use unarmed attacks from your hybrid shape while you're in your werecreature hybrid shape. These forms are otherwise separate.

ANIMAL FLEETNESS FEAT 4

ARCHETYPE

Prerequisites Werecreature Dedication

You're adept at using your animal shape's natural means of locomotion. While you're in animal shape, the Speeds granted by that shape increases by 10 feet.

BEASTKIN RESILIENCE FEAT 4

ARCHETYPE PRIMAL

Prerequisites Werecreature Dedication, beastkin

You've regained beastkin protections after becoming a full werecreature. You no longer gain silver weakness from Werecreature Dedication.

FERAL SENSES FEAT 4

ARCHETYPE

Prerequisites Werecreature Dedication

The eyes and noses of animals are naturally sharper than most humanoids. While in your hybrid or animal shape, you gain low-light vision and imprecise scent with a range of 30 feet.

ANTLER RUSH ❖❖ FEAT 6

ARCHETYPE FLOURISH

Prerequisites Werecreature Dedication, weremoose

Requirements You're in your moose or hybrid shape.

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Stride twice. If you end your movement within your antlers' reach of an enemy, you can Disarm, Shove, or Strike with your antlers.

BEAR HUG ❖❖ FEAT 6

ARCHETYPE

Prerequisites Werecreature Dedication, werebear

Requirements You're in bear or hybrid shape, and your last action was a successful claw Strike.

You hug your opponent. You make another claw Strike against the same target. If this Strike hits, the target is grabbed until the end of your next turn, unless you move or your target Escapes.

DEATH ROLL ❖ FEAT 6

ARCHETYPE

Prerequisites Werecreature Dedication, werecrocodile

Requirements You are in your crocodile or hybrid shape and have a creature grabbed.

You corkscrew your body, twisting your victim. You attempt a jaws Strike against the grabbed creature, with a +2 circumstance bonus if you're fighting in water. If the Strike hits, you knock the creature prone; if it misses, they escape your grab.

ECHOLOCATION FEAT 6

ARCHETYPE

Prerequisites Werecreature Dedication, werebat

When you take the Seek action, you can use hearing as a precise sense with a range of 40 feet until the start of your next turn. You can also use this sense while you Search.

FEARFUL SYMMETRY ❖ FEAT 6

ARCHETYPE EMOTION FEAR MENTAL VISUAL

Prerequisites Werecreature Dedication, weretiger

Requirements You're in hybrid or tiger shape and your last action was a critically successful Strike with your unarmed attack.

You attack with a feline grace as captivatingly beautiful as it is deadly. All enemies within 30 feet of the creature you critically hit must attempt at a Will save against your class DC. Enemies that fail their saves become frightened 1 and are fascinated with you for 1 round. Your hostile actions don't end this fascination,

ROLEPLAYING A WERECREATURE

As a werecreature, your personality is likely to be heavily influenced by your relationship with the curse that made you what you are. If you were afflicted against your will, you might find yourself locked in an interminable struggle against your condition, even as you're continually tempted by the power it offers; or you might revel in the transformation, embracing your newly empowered bestial side as the purest reflection of your true self. If you were born a true werecreature, perhaps you don't see your condition as a curse at all, but a noble calling; alternately, maybe your upbringing in a community of evil-minded werecreatures has led you to despise your own kin and, by extension, yourself. Consider also how your nature as a werecreature affects your relationships with fellow humanoids: do you see it as your charge to protect them, even as you suspect they might hate and fear you if they knew your true nature, or do you consider yourself a proverbial wolf among sheep?

As your character advances and gains more werecreature feats, you can also explore how the lines between your humanoid side and your bestial side might begin to blur, or choose the alternate route and emphasize the divergence between your dual natures. There is great roleplaying potential in a character whose humanoid and bestial sides contrast so dramatically that they might as well be different characters altogether!

WERECREATURE TYPES

Type	Speed	Attack	Damage	Traits	Special
Werebat	10 feet, fly 15 feet	Fangs	1d8 piercing	–	When Flying due to the fly speed granted by this form, you must begin and end your movement on a solid surface or immediately fall.
Werebear	25 feet	Jaws Claw	1d8 piercing 1d6 slashing	– Agile	– –
Wereboar	30 feet	Tusk	1d8 slashing	Sweep	–
Werecrocodile	25 feet, swim 15 feet	Jaws	1d8 piercing	Grapple	You can hold your breath for 2 hours in animal or hybrid shape.
Weremoose	25 feet	Antler	1d8 piercing	Shove	–
Wererat	25 feet	Jaws Claw	1d6 piercing 1d4 slashing	Finesse Agile, finesse	Your animal shape is Small in size.
Wereshark	15 feet, swim 25 feet	Jaws	1d8 piercing	Grapple	Your hybrid shape gains the amphibious trait. In your animal shape, you lose your land Speed and your Swim speed increases to 35 feet, and you gain the aquatic trait.
Weretiger	25 feet	Jaws Claw	1d8 piercing 1d6 slashing	– Agile	– –
Werewolf	30 feet	Jaws	1d8 piercing	Trip	–

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but those of your allies do. Regardless of the effects of the save, the creature is immune to Fearful Symmetry for 1 hour.

FEEDING FRENZY — FEAT 6

ARCHETYPE

Prerequisites Werecreature Dedication, wereshark

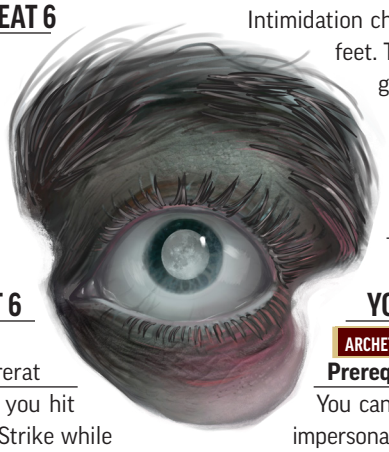
Your serrated teeth rip and tear at your prey. When you critically hit with your jaws Strike from Werecreature Dedication, your target takes 1d4 persistent bleed damage and you gain a +1 circumstance bonus to jaws Strikes against the target until the end of your turn. If you have scent as a special sense, it's a precise sense with double its normal range when locating creatures taking persistent bleed damage.

PACK ATTACK — FEAT 6

ARCHETYPE

Prerequisites Werecreature Dedication, werewolf

You have mastered techniques for hunting alongside your pack. Your Strikes deal an additional 1d4 precision damage to creatures within reach of at least two of your allies.



PLAGUE RAT — FEAT 6

ARCHETYPE CURSE DISEASE PRIMAL

Prerequisites Werecreature Dedication, wererat

Your bites carry a cursed infection. When you hit and deal damage to a creature with a jaws Strike while in hybrid or rat shape, the creature is cursed until the start of your next turn. Whenever they regain Hit Points during that time, they must attempt a Fortitude save against your class DC or spell DC, whichever is higher.

Success The creature regains Hit Points normally.

Failure The creature regains half the normal Hit Points.

Critical Failure The creature regains no Hit Points.

RUSHING BOAR — FEAT 6

ARCHETYPE CONCENTRATE EMOTION MENTAL

Prerequisites Werecreature Dedication, wereboar

Requirements You're in boar or hybrid shape.

Trigger An attack from a creature that isn't adjacent to you damaged you.

You embrace the pain of the triggering attack, allowing it to drive you into a violent rush. You Stride in a straight line toward the triggering creature.

CORNERED ANIMAL — FEAT 8

ARCHETYPE FLOURISH

Prerequisites Werecreature Dedication

Requirements You are in animal or hybrid form and are flanked.

You become more dangerous when surrounded by enemies. You make unarmed Strikes against two different creatures flanking you. The attacks take a –2 penalty if the unarmed weapon is not agile. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

FERAL MENDING — FEAT 8

ARCHETYPE HEALING PRIMAL

Frequency once per hour

Prerequisites Werecreature Dedication, you were not afflicted with the curse of the werecreature

Requirements Your previous action was to Change Shape.

You can heal your wounds while reshaping your flesh. You regain 1d6 Hit Points for every 2 levels you have (minimum 1d6).

TERRIFYING TRANSFORMATION — FEAT 8

ARCHETYPE VISUAL

Prerequisites Werecreature Dedication, you were afflicted with the curse of the werecreature

Your flesh tears and warps as you transform. Attempt Intimidation checks to Demoralize each enemy within 30 feet. This Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if a creature doesn't understand your language. Regardless of the results of your checks, each creature is temporarily immune to Terrifying Transformation for 1 minute.

YOU DON'T SMELL RIGHT — FEAT 8

ARCHETYPE

Prerequisites Werecreature Dedication

You can sniff out fellow werecreatures and master impersonators alike. You gain scent as an imprecise sense with a range of 30 feet or extend the range of your scent by 30 feet. When a creature that's transformed into another form or is Impersonating a specific creature passes within range of your scent ability, the GM rolls a secret Perception check for you to realize that the creature is transformed, even if you didn't spend an action to Seek. When you actively Seek a creature within range of your scent, you gain a +2 circumstance bonus to your Perception check to determine if it's disguised.

DIRE GROWTH — FEAT 10

ARCHETYPE PRIMAL

Prerequisites Werecreature Dedication, your animal shape is not Small

You transform into a primal reflection of your animal shape. If you aren't already in your animal shape from Werecreature Dedication, you Change Shape into it. As long as you stay in animal shape, you have the effects of *enlarge*.

FERAL LUNGE — FEAT 10

ARCHETYPE FLOURISH

Prerequisites Werecreature Dedication, your animal shape grants a fangs or jaws unarmed attack

Requirements You're in hybrid or animal shape.

You spring on an unsuspecting opponent, tearing at them with your teeth. You Stride up to 10 feet and make a jaws Strike at the end of that movement. If you began this action hidden, you remain hidden until after this Strike. If you have a fly or swim Speed, you can Fly or Swim up to 10 feet instead of Stride.

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FERAL SCRAMBLE ◆◆ FEAT 10

ARCHETYPE

Prerequisites Werecreature Dedication, your animal shape grants a claw unarmed attack

Requirements You're in hybrid or animal shape.

Sinking your claws in, you propel yourself at shocking speed. You Climb up to your land Speed and make a claw Strike at any point during that movement. After you finish the movement, attempt an Athletics check against the surface's Climb DC.

Success You maintain your position.

Failure You slide down 60 feet or to the ground without taking falling damage.

FERAL TOSS ◆◆ FEAT 10

ARCHETYPE FLOURISH

Prerequisites Werecreature Dedication, your animal shape grants an antler, horn, or tusk unarmed attack.

Requirements You're in hybrid or animal shape.

You hurl foes away with a shake of your head. You Strike with your antler, horn, or tusk. If you hit and damage a creature of your size or smaller, push it 5 feet from you (10 feet on a critical hit). This is forced movement.

TOUCH OF LUNACY FEAT 10

ARCHETYPE CURSE MORPH PRIMAL

Prerequisites Werecreature Dedication

In moments of viciousness, your curse can partially infect your prey. Whenever you critically succeed with an unarmed attack from the werecreature archetype, the target must attempt a Fortitude save against the higher of your class DC or spell DC, or become clumsy 2 until the beginning of your next turn as their bones elongate and form warps. On a critical failure, the target is also clumsy 1 for one minute as the transformation lingers.

POUNCING TRANSFORMATION ◆ FEAT 12

ARCHETYPE FLOURISH

Prerequisites Werecreature Dedication, your animal shape has a land Speed only

By transforming as you move, you attack from odd angles. You Change Shape or Dismiss the change then Stride. Any creature adjacent to you at the end of your movement is off-guard until the end of your turn and is then temporarily immune for 1 hour.

SHARED TIDE ◆◆ FEAT 12

ARCHETYPE

Prerequisites Werecreature Dedication, your animal shape has a swim Speed

You Swim up to twice the normal distance. Any ally you pass within 30 feet of during that movement gains your swim Speed until the beginning of your next turn.

UNDYING BEAST FEAT 12

ARCHETYPE

Prerequisites Werecreature Dedication

You can be injured by non-silver sources but recover with staggering speed. When you are reduced to 0 Hit Points by non-silver damage and don't immediately die from a death effect or a high dying value, you stabilize immediately afterward. You gain the wounded condition as normal.

WINGS OF THE MOON FEAT 12

ARCHETYPE

Prerequisites Werecreature Dedication, your animal shape has a fly Speed

You can stay aloft with Fly normally when using the fly Speed from your animal shape, letting you fly long distances without breaks.

SCARRED HIDE FEAT 14

ARCHETYPE

Prerequisites Werecreature Dedication

Your hide is an impenetrable mass of scars, accrued over countless bloody conflicts. When in your hybrid or animal shape, you gain resistance to non-silver slashing damage equal to half your level.

RAPID HYBRIDIZATION ◆ FEAT 14

ARCHETYPE

Prerequisites Werecreature Dedication

Trigger You roll initiative.

When danger threatens, your instincts kick in, and you can assume a different shape at a moment's notice. You use Change Shape to enter your hybrid shape.

FORCE OF NATURE FEAT 16

ARCHETYPE HEALING PRIMAL

Prerequisites Werecreature Dedication

You're a nigh-unstoppable killing machine, with only silver able to quell your rampage. When in hybrid or animal shape, you gain fast healing 5. If you take damage from a silver weapon, your fast healing deactivates until the end of your next turn.

CURSE OF THE WERECREATURE

A werecreature's ability to transmit its curse to other victims through a bite is a core aspect of the werecreature mythology, but it has the potential to be disruptive in the hands (or jaws) of a PC. GMs and players should carefully consider whether granting a PC the ability to transform other humanoids into werecreatures will have a negative impact on the other players' enjoyment of the game or distract from the overall story. Similarly, the loss of self-control and amnesiac rampages traditionally associated with a werecreature's compulsory transformation under a full moon might appeal to some players, whereas others might dislike the prospect of losing control of their characters for an extended period of time and choose to simply ignore that aspect of their condition. As always, GMs and players should work together to set expectations and boundaries beforehand to ensure the best possible experience for everyone at the table.

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WILD MIMIC (ARCHETYPE)

Wild beasts of all kinds can be found outside of the cities and villages of Golarion, and many possess remarkable abilities that help them survive, even thrive. From the capacity to fight through deadly wounds to the production of painful electric jolts, the multitude of the world's beasts presents a staggering array of diversity in form. Through rigorous training of your body, the meticulous study of treatises on wildlife, or by spending a large portion of your life among them, you have learned to adopt the martial techniques of many beasts. Some of these are a matter of simple mimicry, while others are impressive displays of primal magic.

The style of wild mimicry is believed to have been created long ago in the Realm of the Mammoth Lords. Hunters took on the aspects of local prehistoric beasts to better stalk and kill them for survival. In this constant struggle against nature, quick adaptation is key. In more recent decades, whether through convergent development or by adherents showcasing their techniques as they travel, wild mimicry has been found all across Golarion, from the Valashmai Jungle in Tian Xia to the coasts of Droon in southern Garund to anywhere large numbers of beasts can be encountered.

Additional Feats: 4th Animal Empathy (*Player Core* 158), Crane Stance (*Player Core 2*), Gorilla Stance (*Player Core 2*), Tiger Stance (*Player Core 2*), Wolf Stance (*Player Core 2*); **8th** Crane Flutter (*Player Core 2*), Gorilla Pound (*Player Core 2*), Tiger Slash (*Player Core 2*), Wolf Drag (*Player Core 2*)

WILD MIMIC DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites trained in Nature

Fighting in the wilds has honed your understanding of the unique abilities many creatures have. You're trained in Wild Mimic Lore, a special Lore skill that can be used only to Recall Knowledge about creatures to learn their abilities. If you have legendary proficiency in Nature, you gain expert proficiency in Wild Mimic Lore, but you can't increase your proficiency in Wild Mimic Lore by any other means. When you succeed at a Wild Mimic Lore to Recall Knowledge, you gain a +1 circumstance bonus to your saving throws against the next attack or ability that the subject of your Recall Knowledge targets you with.

FEROCITY MIMICRY — FEAT 4

ARCHETYPE

Prerequisites Wild Mimic Dedication, you have encountered a creature who has kept fighting or dealt damage after being reduced to 0 Hit Points (such as via death throes or Ferocity) or have identified a creature with such an ability in combat

Frequency once per day

Trigger You would be reduced to 0 Hit Points but not immediately killed.

You have trained yourself to continue fighting even when your body is screaming for you to stop. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

REND MIMICRY — FEAT 4

ARCHETYPE FLOURISH

Prerequisites Wild Mimic Dedication, you have seen a creature use Rend or have identified a creature that has Rend in combat

Requirements You have hit the same enemy with two consecutive melee Strikes that each dealt slashing damage.

Taking advantage of the brutal efficiency of hacking away at a target with two slashing attacks, you've mastered the art of punishing a foe caught between your slices. You deal 1d6 slashing damage to the target. This damage increases to 2d6 at 10th level and to 3d6 at 16th level.

ELECTROGENESIS — FEAT 6

ARCHETYPE ELECTRICITY PRIMAL

Prerequisites Wild Mimic Dedication, you have seen a creature deal electricity damage with an unarmed Strike or have identified a creature capable of dealing electricity damage with an unarmed Strike in combat

Frequency once per 10 minutes

Some animals and beasts have electric organs in their body that they can use to jolt their prey. You may not have the requisite physiology to do the same, but a touch of primal magic can achieve the same effect. Make a melee unarmed Strike against a creature. If the Strike hits, it deals an additional 1d12 electricity damage, and the creature must make a Fortitude save against the higher of your class DC or spell DC.

Critical Success The creature is unaffected.

Success The creature is clumsy 1 for 1 round.

Failure The creature is clumsy 2 for 1 round.

Critical Failure The creature is clumsy 3 for 1 round.

PRIMAL PROPORTIONS — FEAT 6

ARCHETYPE PRIMAL

Prerequisites Wild Mimic Dedication

You can mimic the sheer mass of the largest beasts. You can cast *enlarge*, targeting yourself once per 10 minutes as an innate 2nd-rank primal spell. At 12th level, the spell is heightened to 4th rank.

WILD SPEECH — FEAT 6

ARCHETYPE PRIMAL

Prerequisites Wild Mimic Dedication; Animal Empathy or the ability to speak with a type of animal

Your connection to the denizens of the wilds grows ever stronger, and you find yourself able to speak with animals like you would in your native tongue. You can speak with all animals and beasts. If you have Animal Empathy, you gain a +1 circumstance bonus to checks to Make an Impression on animals.

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ENVIRONMENTAL ADAPTABILITY — FEAT 8

ARCHETYPE PRIMAL

Prerequisites Wild Mimic Dedication

Having experienced the harshest environs that nature has to offer, your body is able to adapt to intense heat and cold. During your daily preparations, you can choose to become protected from the effects of severe cold or severe heat until the next time you make your daily preparations. Starting at 12th level, this activity also protects you from the effects of extreme cold or extreme heat.

PETRIFYING GAZE MIMICRY ◆◆ — FEAT 10

ARCHETYPE CONCENTRATE INCAPACITATION PRIMAL VISUAL

Prerequisites Wild Mimic Dedication, you have attempted a saving throw against a creature's petrifying gaze or a similar ability or have identified a creature with such an ability in combat

Either by witnessing or surviving the petrifying stare of a medusa or similar creature, you have learned to petrify those you lock eyes with. You stare at a creature you can see within 30 feet. The creature attempts a Fortitude save against the higher of your class DC or spell DC. You must wait 1d4 rounds before using this ability again.

Critical Success The creature is unaffected and temporarily immune to your Petrifying Gaze Mimicry for 24 hours.

Success The creature is slowed 1 for 1 round.

Failure The creature is slowed 1 for 1 round and immobilized for 1 round or until it Escapes.

Critical Failure The creature is slowed 2 for 1 round and immobilized until it Escapes.

TRAMPLE MIMICRY ◆◆◆ — FEAT 10

ARCHETYPE

Prerequisites Wild Mimic Dedication, you have seen a creature use Trample or have identified a creature with Trample in combat

You Stride up to double your speed and can move through the spaces of creatures at least one size smaller, trampling each creature whose space you enter. You can attempt to trample the same creature only once in a single use of Trample Mimicry. You deal 3d12 bludgeoning damage to each trampled creature (basic Reflex save against the higher of your class DC or spell DC). This damage increases by 1d12 at levels 14 and 18.

ROAR MIMICRY ◆◆ — FEAT 12

ARCHETYPE PRIMAL SONIC

Prerequisites Wild Mimic Dedication, you have been targeted by a creature's auditory ability that effects an area or have identified a creature with an auditory ability that effects an area

Frequency once per 10 minutes

You unleash a roar so loud that it's felt as deeply as it's heard. All creatures within a 15-foot emanation take 8d6 sonic damage and must attempt a Fortitude save against the higher of your class DC or spell DC. This damage increases by 2d6 at 14th level and every 2 levels thereafter.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is stunned 1. If the creature is adjacent to you, they're also deafened for 1 round.

Critical Failure The creature takes double damage and is stunned 2. If the creature is adjacent to you, they're also deafened for 1 minute.

POUNCE MIMICRY ◆ — FEAT 14

ARCHETYPE FLOURISH

Prerequisites Wild Mimic Dedication, you have seen a creature use an ability that lets them Stride and Strike as a single action (such as Pounce) or have identified a creature with such an ability in combat

Requirements You're unarmored or wearing light armor.

You have mastered the art of stalking your prey and striking when they are most vulnerable. You Stride and then Strike. If you began this action hidden, you remain hidden until after the Strike. You can use Pounce Mimicry while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

EMERGENCY REGENERATION ↻ — FEAT 16

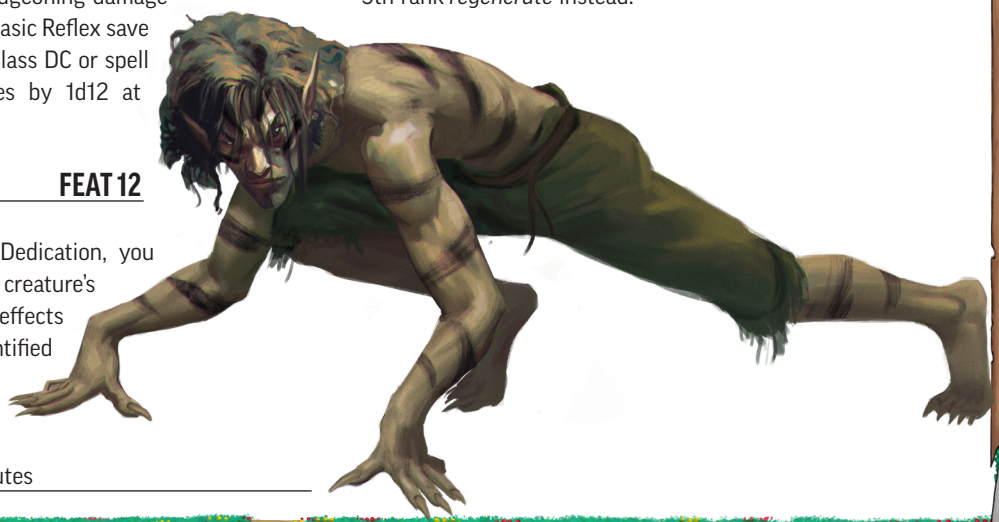
ARCHETYPE HEALING PRIMAL VITALITY

Prerequisites Wild Mimic Dedication, you have deactivated a creature's regeneration for at least 1 round or have identified a creature with regeneration in combat

Frequency once per day

Trigger You're reduced to 0 hit points from damage that's neither acid nor fire.

You have battled against foes whose bodies naturally regenerate, and while yours doesn't do so all the time, it can happen in a pinch. You gain the effects of a 7th-rank *regenerate* spell. At 20th level, you gain the effects of a 9th-rank *regenerate* instead.



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WINGED WARRIOR (ARCHETYPE)



Nature provided wings to certain creatures to help them soar above predators or reach food hanging from tall trees or the side of a cliff. When those graced with wings no longer have to depend on flight for survival, their appendages can be turned to a different use: combat. In addition to granting strategic elevation over foes, wings provide a variety of combat advantages.

Winged warriors are found independently among several ancestries. While awakened animals seem able to use these techniques as if by instinct, tengu of the Inner Sea region are the most commonly seen practitioners of this fighting style. Naval and pirate crews in the Shackles particularly value a tengu's skill at boarding actions. Warriors able to take flight, even temporarily, can often name their price when joining a crew on the Fever Sea. Despite the ranged armaments available on most ships, many sailors are hard-pressed to defend against skilled aerial assailants.

Even those who develop wings later in life, like certain surkis and those with grafted wings, can learn the fighting style of a winged warrior. Although it's a long path, many of the techniques involved are reinvented, rediscovered, and even updated by individual warriors.

WINGED WARRIOR DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites you have permanent wings (such as from an ancestry or graft)

Through rigorous training, you have strengthened your wings, granting you enough thrust to gain additional altitude. When you make a horizontal Leap, increase the distance by 10 feet up to a maximum of your Speed. Any fly Speed granted by ancestry feats and other permanent wings increases by 5 feet.

BATTERING WINGS — FEAT 4

ARCHETYPE

Prerequisites Winged Warrior Dedication

Though not powerful enough for flight, your wings can deliver a thrashing to anyone who gets close. You gain a wing unarmed attack that deals 1d4 bludgeoning damage. Your wing attack is in the brawling group and has the agile, finesse, and unarmed traits.

GUSTING SPELL ◆ — FEAT 4

AIR ARCHETYPE MANIPULATE SPELLSHAPE

Prerequisites Winged Warrior Dedication

You manipulate the currents of your spell's energy, allowing you to gracefully glide with your wings. If the next action you use is to Cast a Spell with the air or electricity trait, you can Fly up to 10 feet before or after the spell is cast.

WING BOUNCE ◆◆ — FEAT 4

ARCHETYPE

Prerequisites Winged Warrior Dedication

You rush forward, flapping your wings for a bit of lift, and can use that momentum to knock down a foe. Leap, and if you land within melee reach of at least one enemy, you can attempt to Trip that enemy. You don't need to have one hand free. If you successfully knock the target prone, you can Leap again. If you have a fly Speed, you can Fly instead of Leap.

SUNBIRD GLARE ◆ — FEAT 6

ARCHETYPE

Prerequisites Winged Warrior Dedication

Requirements You're in bright light.

By keeping your feathers clean and sleek, you can catch the light across your wings to create a startling glare in the eyes of a creature within 20 feet. The target must succeed at a Fortitude save against your class DC or be dazzled for 1 round (1 minute on a critical failure). Regardless of their result, the target is temporarily immune to Sunbird Glare for 10 minutes.

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FEATHERED FLECHETTES ◆◆ FEAT 8

ARCHETYPE

Prerequisites Winged Warrior Dedication

Frequency once per hour

Unfurling your wings in a quick snap, you send feathers scattering in all directions. Creatures in a 15-foot emanation take 6d6 slashing damage (basic Reflex save against your class DC). This increases to 10d6 if your unarmed attacks have a *greater striking* rune, such as by etching it onto *handwraps of mighty blows*, and 16d6 if they have a *major striking* rune.

PLUCK FROM THE SKY ◆◆ FEAT 8

UNCOMMON ARCHETYPE FLOURISH

Prerequisites Winged Warrior Dedication

Access tengu, strix, or awakened animal (flying animal) ancestry

The skies are your rightful place, and you will not suffer another to occupy them. Make a Strike against a flying creature. If the attack deals damage, the target must attempt a Reflex save against your class DC.

Critical Success No effect.

Success The target falls 15 feet but doesn't take damage if it reaches the ground.

Failure The target falls 30 feet but doesn't take damage if it reaches the ground.

Critical Failure As failure, but the target takes falling damage.

WING SHOVE ◆ FEAT 8

ARCHETYPE

Prerequisites Winged Warrior Dedication

Requirements You're flanked by at least two enemies.

You spread your wings wide, pushing foes away from you. Attempt to Shove one of the flanking enemies, and then make a second Shove attempt against a different enemy that is flanking you. You don't need one hand free. The second Shove attempt has the same multiple attack penalty as the first and doesn't count toward your multiple attack penalty. On a success or critical success, you can't Stride after a target, but that target is also off-guard until the beginning of their next turn. On a critical failure, you're off-guard until the beginning of your next turn instead of falling prone.

FALCON SWOOP ◆◆ FEAT 10

ARCHETYPE FLOURISH

Prerequisites Winged Warrior Dedication

Requirements You currently have a fly Speed.

Like the fastest of predatory birds, you soar toward your prey at great speeds. Fly twice. At any point during this movement, you can make a Strike against one enemy within reach or within the first range increment of a ranged weapon. That enemy is off-guard against the Strike if you're attacking them from above.

REDIRECTING DRAFT ↻ FEAT 10

ARCHETYPE

Prerequisites Winged Warrior Dedication

Trigger You or an ally within 10 feet of you is the target of a ranged physical Strike.

You flap your wings to blow arrows off course. You or the triggering ally gain a +2 circumstance bonus to AC against the triggering attack. If the attack misses, you redirected the attack's flight path.

SMOOTH HOVER ◇ FEAT 12

ARCHETYPE

Prerequisites Winged Warrior Dedication

Frequency once per hour

Trigger You're airborne at the end of your turn.

You remain airborne through sheer effort. You don't fall, even if you didn't use Fly or a similar action this turn.

THUNDEROUS LANDING ◆ FEAT 12

ARCHETYPE

Prerequisites Winged Warrior Dedication

Requirements You currently have a fly Speed and are airborne.

You hurl away enemies with the force of your landing. You Fly and, if you end your movement on a solid surface, your landing sends out a shock wave of air. Each creature within 10 feet of your landing position must succeed at a Reflex save against your class DC or be pushed 10 feet away. This is forced movement.

BOMBING RUN ◆◆ FEAT 14

ARCHETYPE

Prerequisites Winged Warrior Dedication

Requirements You currently have a fly Speed.

Using your elevation and speed to your advantage, you deliver aerial payloads with greater force. You Fly and can Interact to draw a bomb. At any point during your movement, you can also make a Strike with an alchemical bomb. The bomb deals its splash damage to every creature within 10 feet of the target.

CRATERING DROP ◆ FEAT 14

ARCHETYPE

Prerequisite Winged Warrior Dedication, Pluck from the Skies

Requirement Your previous action was Pluck from the Skies, and the target failed or critically failed their saving throw.

You follow up your enemy's fall, driving you both to the earth in a meteoric descent. You Fly straight down, increasing the amount the enemy falls by your Fly speed. If you reach the ground, you drive the enemy into the ground, dealing double the normal falling damage.

SONIC STRAFE ◆◆ FEAT 16

AIR ARCHETYPE SONIC

Prerequisites Winged Warrior Dedication

Frequency once per hour

Requirements You currently have a fly Speed.

You can now achieve such flight speeds that your passage splits the very air. Fly twice. Any creature that is adjacent to you at any point during your movement takes 10d6 sonic damage (basic Fortitude save against your class DC). On a critical failure, the creature is also deafened for 1 hour.

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ALBATROSS CURSE ◆◆ SPELL 2

CONCENTRATE MANIPULATE MISFORTUNE

Traditions occult, primal

Range 30 feet; **Targets** 1 creature

Defense Will; **Duration** 1 minute (see text)

You create a spectral albatross, a guiding bird for sailors, to hover around the target. You and allies within 30 feet of the target gain a +1 circumstance bonus to attacks against the target. The target creature can spend an action to Strike the albatross, which automatically succeeds and kills it. The target must then attempt a Will save against your spell DC.

Critical Success The target is unaffected.

Success The guilt of slaughtering a bird of good fortune weighs on the target's mind. The target is stupefied 1 for 1 round.

Failure The albatross hangs around a cord from the target's neck (or closest equivalent) for 1 minute, cursing them for their transgression. During this time, the target must roll twice and take the worse result on their next Will save, after which the albatross disappears.

Critical Failure As failure, but the duration is 1 hour.

ANTLION TRAP ◆◆◆ SPELL 3

CONCENTRATE EARTH MANIPULATE

Traditions primal

Range 120 feet; **Area** 15-foot-radius burst

Defense Reflex; **Duration** 1 minute

You transmute the ground into a conical pit trap of loose sand that becomes difficult terrain for the duration. A creature or unsecured object that enters the sand or starts its turn in the sand is moved toward the center, depending on the result of its Reflex save. This is forced movement. If there isn't enough space near the center of the pit, affected creatures and objects move as far as they can without being blocked, up to the amount set by their saving throw outcomes.

Critical Success The creature is unaffected.

Success The creature moves 5 feet toward the center.

Failure The creature moves 10 feet toward the center.

Critical Failure As failure, and the creature becomes immobilized in the pit. It can attempt to Escape against your spell DC.

Heightened (+2) Increase the area of the spell and the amount a creature moves on a failure by 5 feet.

CAMEL SPIT ◆◆ SPELL 1

ACID ATTACK CONCENTRATE MANIPULATE MORPH

Traditions arcane, primal

Defense AC; **Duration** 1 minute

You alter your stomach, esophagus, and tongue to be able to spit partially digested food with force. You can spit at a foe once you finish Casting the Spell and can repeat the attack once on each of your subsequent turns by taking a single action, which has the acid, attack, and concentrate traits. After your third spit attack, the spell ends.

When you attack with *camel spit*, make a ranged spell attack roll against a creature within 15 feet, dealing 1d6 acid damage and causing the target to be dazzled for 1 round if you hit. On a critical hit, you deal double damage and the target takes 1 persistent acid damage.

Heightened (+1) The damage increases by 1d6, and the persistent damage on a critical hit is increased by 1.

CLAWS OF THE OTTER ◆◆ SPELL 2

COLD CONCENTRATE MANIPULATE

Traditions divine, primal

Duration 1 hour

Webbing grows between your fingers and your nails extend into vicious claws. For the spell's duration, you gain a +1 status bonus to Athletics checks to Swim and you gain a claws unarmed attack. They're an agile, finesse, unarmed attack that deals 1d4 slashing damage and an additional 1d6 cold damage.

Heightened (+3) The additional cold damage increases by 1d6.

CONFUSING CRY ◆◆ SPELL 5

AUDITORY CONCENTRATE EMOTION INCAPACITATION MANIPULATE MENTAL

Traditions divine, primal

Area 20-foot emanation

Defense Will; **Duration** 1 minute

You give an unsettling, warbling cry that causes nearby creatures to lash out without control. Each creature in the area that can hear must attempt a Will save.

Critical Success The target is unaffected and immune to this spell for 1 minute.

Success The target is stunned 1.

Failure The target is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confusion.

Critical Failure As failure, and the creature immediately attacks itself. This Strike doesn't give the creature a flat check to recover from the confusion.

CROAK VOICE ◆◆ SPELL 3

CONCENTRATE CURSE MANIPULATE MORPH

Tradition arcane, primal

Range 30 feet; **Targets** 1 creature

Defense Fortitude; **Duration** 1 minute

You cause the target creature's vocal chords to swell like those of a frog. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target's voice becomes hoarse, and speaking becomes painful. Whenever it uses an action that has the auditory trait or attempts to Cast a Spell that doesn't have the subtle trait, it must succeed at a DC 5 flat check or the action is lost. Once per round, the target can spend an Interact action to massage its throat, attempting a Fortitude save against your spell DC. On a success, the spell ends.

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Failure As success, but using an action with the auditory trait also deals 2d10 mental damage to the target as the sound of its distorted voice grates on its ears.

Critical Failure As failure, but the damage for using an action with the auditory trait is doubled, and the target can't use an Interact action to attempt a Fortitude save to end the effect early.

Heightened (+1) The damage for using an action with the auditory trait increases by 1d10.

FORAGING FRIENDS SPELL 1

CONCENTRATE MANIPULATE

Traditions primal

Cast 10 minutes

Giving a cheerful whistle, you call forth a handful of small animals, such as birds or mice, to collect food for you and your allies. The animals return 1 hour later with enough foraged goods to feed four Medium creatures for 1 day, then return to their normal behavior. If you're in a particularly strange environment, as determined by your GM, you might need a minimum proficiency with primal spell DCs, equivalent to the minimum proficiency required to Subsist in strange environments (*Player Core* 232).

Heightened (3rd) The animals bring back enough food for eight Medium creatures for 1 day.

Heightened (5th) The animals bring back enough food for 30 Medium creatures for 1 day.

FROG TONGUE ◆◆ SPELL 2

CONCENTRATE MANIPULATE

Traditions primal

Range 30 feet; **Targets** 1 creature

Defense basic Reflex; **Duration** 1 minute

Your tongue extends unnaturally, flicking out toward a creature within range and dealing 2d8 bludgeoning damage (basic Reflex save). On a failure, the creature is also stuck to the end of the tongue. It is off-guard and can't move beyond the reach of your tongue. A creature can sever the tongue with a Strike that deals at least 10 slashing damage or attempt to Escape against your spell DC. The AC of the tongue is equal to your spell DC. Severing the tongue in this way deals no damage to you but ends the spell. While a creature is stuck to the end of your tongue, actions you take with the auditory trait take a –2 circumstance penalty. If you move so that the affected creature is outside of the tongue's reach, the spell ends.

Heightened (+1) The damage increases by 2d8.

HIDEBOUND ↷ SPELL 2

CONCENTRATE MANIPULATE

Traditions arcane, primal

Trigger A creature within range is hit with a Strike that deals physical damage.

Range 60 feet; **Targets** 1 creature

Duration 1 round

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The target's skin erupts in thick hide or dense scales. It gains resistance 5 to physical damage, except adamantine, until the beginning of its next turn.

Heightened (+2) The resistance increases by 3.

HIPPOCAMPUS RETREAT ◆◆ SPELL 1

ATTACK CONCENTRATE MANIPULATE MORPH

Traditions arcane, primal

Requirements You're mostly or totally submerged in water.

Range 10 feet; **Targets** 1 creature

Defense AC

You temporarily shape your lower limbs into the tail of a hippocampus in order to swim away from a nearby foe after dealing a parting blow. Attempt a melee spell attack roll against the target's AC, dealing 2d6 bludgeoning damage on a hit (or double damage on a critical hit). Then, Swim up to 30 feet; if you already have a swim Speed, you can Swim up to your Speed with a +10-foot circumstance bonus. You gain a +2 circumstance bonus to your AC against reactions triggered by this movement. At the end of the movement, your lower limbs return to normal.

Heightened (+1) The damage increases by 1d6.

LURING WAIL ◆◆ SPELL 4

AUDITORY CONCENTRATE INCAPACITATION MANIPULATE MENTAL

Traditions occult, primal

Area 60-foot emanation

Defense Will; **Duration** sustained up to 1 minute

You emit a plaintive cry to lure your enemies closer. Each creature in the emanation that can hear you must attempt a Will save. If you speak a creature's name as part of the casting of the spell, that creature takes a –2 circumstance penalty to its saving throw. Each creature that enters the area on its turn must attempt a save. If you attack or take a hostile action, the fascinated condition ends only for the creature that's attacked.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature becomes fascinated and compelled to move toward the sound of your cry on its turn. As long as it is in the emanation and can hear, it must spend at least one of its actions on each of its turns to move closer to you.

Critical Failure As failure, but the creature must spend all its actions moving toward the sound. Additionally, the creature is off-guard.

PRIMAL CHORUS ◆◆◆ SPELL 3

AUDITORY CONCENTRATE MANIPULATE MENTAL

Traditions primal

Range 1-mile burst

Duration until your next daily preparations

You let loose a primal howl that incites animals and beasts to join in the chorus. Doing so gives you a general idea of how many creatures with the animal or beast trait are within the range of the spell, but significant creatures can attempt a Will save against your spell DC to resist responding to your call. You gain a +1 status bonus to your next Initiative roll in an encounter with an enemy creature that replies to your call. For purposes of using Coerce during exploration mode, you can communicate with a creature that responds to your call for the duration of the spell. You can only make simple commands, such as approach or hide, and only understand simple ideas, such as compliance with the order or the presence of natural hazards.

Heightened (+2) The status bonus increases by 1.



PRIMAL CHORUS

SACRED BEASTS ◆◆ SPELL 1

CONCENTRATE MANIPULATE

Traditions divine, primal

Requirements You worship a deity.

Range 30 feet; **Area** 5-foot burst

Defense basic Reflex

You call out to the creatures of the wild favored by your deity. You quickly summon your deity's sacred animal (or a small swarm of them if the animal is usually Tiny). For example, you would call forth a lion if you worship Iomedae or a swarm of spiders if you worship Norgorber. If your deity doesn't have a known sacred animal, work with the GM to find a thematic one. The animal or swarm assaults all creatures in the area, dealing 2d6 damage. The damage is either bludgeoning, piercing, or slashing based on the animal that was conjured, as determined by the GM. After their attacks, the animals return to your deity's plane.

Heightened (+1) The damage increases by 2d6.

SNAKE FANGS ◆◆ SPELL 4

CONCENTRATE MANIPULATE MORPH

Traditions primal

Duration 1 minute

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Your jaw unhinges as your teeth extend into wicked fangs. For the spell's duration, you gain a fangs unarmed attack. They're a finesse, grapple, unarmed attack that deals 1d8 piercing damage and an extra 2d10 poison damage. If you have a creature at least one size smaller than you grabbed with your fangs, you can use the Swallow Whole ability (*Monster Core* 360) that deals 4d6 bludgeoning damage and has a Rupture value of 17. A swallowed creature is transported to an extraplanar space that resembles the inside of a snake's stomach, so when it gets free, it appears in a space adjacent to you. If you're killed or the spell ends, the swallowed creature is immediately freed.

Heightened (+3) The extra poison damage of your fangs unarmed attack increases by 1d10, the damage dealt by the Swallow Whole ability increases by 6d6, and the Rupture value increases by 9.

SUMMON STAMPEDE ◆◆◆ SPELL 7

CONCENTRATE INCARNATE MANIPULATE

Traditions primal

Range 120 feet

Defense Will and basic Reflex (see text)**; Duration** until the end of your next turn

You summon an unstoppable stampede of panicking beasts. Whether you conjure wild beasts or tamed cattle, the stampede is a force of nature that leaves behind nothing in its wake. The stampede occupies the space of a Gargantuan creature and has a Speed of 60 feet.

Arrive (emotion, fear, mental) *Foreboding Tremors* The sheer energy of a stampede can cause even apex predators to panic. Each creature within a 60-foot emanation must attempt a Will save with the following effects.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3 and fleeing for 1 round.

Depart *Flatten the Earth* The stampede Strides up to double its Speed, trampling each Large or smaller creature, hazard, and structure whose space it enters, dealing 8d8 bludgeoning damage (basic Reflex save). The stampede ignores and attempts to counteract all difficult terrain it enters caused by debris, overgrowth, rubble, or thick ground cover.

SUMMON WARDEN OF THE WILD ◆◆◆ SPELL 8

RARE CONCENTRATE INCARNATE MANIPULATE

Traditions primal

Range 100 feet

Defense see text; **Duration** until the end of your next turn

You briefly call forth the spirit of one of the Wardens of the Wild, the legendary guardians of nature (pages 202–209). The warden occupies the space of a Gargantuan creature. When you Cast this Spell, you summon a warden depending on the biome in which the spell is cast (for instance, summoning the Warden of Caverns and Burrows if summoned in a cave, canyon, or other underground environment). In an unnatural environment, the warden summoned depends on the region's most recent or similar natural biome, as decided by the GM.

- **Warden of Caverns and Burrows:** Speed 60 feet, burrow 100 feet; **Arrive** (earth) *Obsidian Cage* Obsidian stalagmites burst from the earth as the warden surfaces, impaling enemies and trapping them in stalagmites. Enemies on the ground within 40 feet take 6d6 piercing damage (basic Reflex save). Creatures that fail their save become immobilized until they Escape (the DC is your spell DC); **Depart** (earth) *Blessing of the Depths* The squares occupied by the warden remain disheveled and broken, becoming difficult terrain. The warden affects you and all your allies within 60 feet with a *mountain resilience* and *unfettered pack*. The duration for both spells is reduced to 3 rounds, but the duration of *mountain resilience* isn't reduced when an affected target is hit by a bludgeoning, piercing, or slashing attack.
- **Warden of Forests and Meadows** Speed 120 feet; **Arrive** (illusion, mental) *Idyllic Panorama* The warden's presence unpredictably warps the appearances and perceived distances of creatures and obstacles around it. Each time an enemy within 40 feet of the warden attempts a Strike or Stride action, it takes 4d6 mental damage (basic Will save). On a critical failure, the creature Strikes a random target within reach or Strides in a random direction. On a critical success, the creature becomes temporarily immune for 1 round; **Depart** *Fox's Insightful Trickery* The warden affects you and all your allies within 60 feet with *blur* and *truesight*. The duration for both spells is reduced to 3 rounds.
- **Warden of Oceans and Rivers** Speed 60 feet, swim 120 feet; **Arrive** *I Am the Tide* If the warden is summoned in a body of water, it creates a churning whirlpool that deals 10d6 bludgeoning damage to all creatures within 30 feet (basic Reflex save). A creature that fails this save is pulled 15 feet closer to the warden (30 feet on a critical failure). If the warden is summoned outside of a body of water, it creates a wave of water that deals 8d6 bludgeoning damage to all creatures within 30 feet (basic Reflex save). A creature that fails this save is pushed 10 feet away from the warden; **Depart** *Acclimation to the Deep* The warden affects you and your allies within 60 feet with *feet to fins* and *water breathing*. The duration for both spells is reduced to 3 rounds, but a creature affected by *feet to fins* retains its normal land Speed.
- **Warden of Peaks and Skies** Speed 60 feet, fly 240 feet; **Arrive** *Precipice Plummet* The warden appears, flying downward from the sky and sends a shockwave where she lands. Creatures within 20 feet take 10d6 sonic damage (basic Fortitude save). Creatures that critically fail their saves are sickened 1; **Depart** (auditory) *Song of the Skies* The warden affects you and all your allies within 60 feet with *fly* and *unfettered movement*. The duration for both spells is reduced to 3 rounds.

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Supply Runs: On the Importance of Proper Gear

While a good crew is indispensable for any voyage, they can only do so much without the proper tools. Of course, the trick is in being able to predict what you will need.

Take, for instance, the time we stopped in Sumadhadra in eastern Vudra to pick up supplies for the leg of our journey over the Embaral Ocean to Tian Xia. Even a ship as illustrious as the *Zoetrope* must make concessions on space, which led to a bit of a dispute between Grefu and Ten. Grefu was gently insistent that we needed to bring extra sweets and other treats to keep up morale on this arduous part of the trek. Ten maintained that we needed to stock replacement parts for every eventuality, as there would be almost nowhere to pick up materials along the route if something went wrong.

When I was called to decide the matter, I reasoned that our ship could be triple-checked for any faults or defects before we left and that the parts we had on hand would be sufficient in any emergency. Also, a happy crew is an efficient crew. Therefore, I sided with Grefu and ordered more provisions, but gave Ten extra time in port to make sure we were shipshape and in perfect working order.

It turned out there was no correct choice. We were over the Embaral Ocean, its vast, clear skies both inviting and intimidating. There was a sense that any number of amazing creatures could be below us or just beyond Telero's keen eyes. The endless possibility of both discovery and danger was—if I am being honest—quite exhilarating.

That danger soon showed up in the form of a flock of pegasi. While the friendly beasts meant no harm to us, they began harrying the *Zoetrope*, riding its air currents, and swooping in to nibble at the flowers on our rails. One or two might not have been a problem, but the near-dozen of them were disrupting our smooth flying and threatening to drive us into the ocean.

We had neither the armaments to fight the majestic creatures nor the inclination to stop their dance, but we had to do something in order to secure our own safety. Although they stubbornly ignored our requests to leave, I remembered from my university studies that pegasi have a bit of a sweet tooth.

I called out to Grefu and had him bring up the treats he had procured in Sumadhadra. We quickly began tossing them overboard, making sure the glorious creatures saw what we were doing. As they ceased gamboling around our ship and dove for the prizes, we pushed the *Zoetrope* to maximum speed. It was only seconds before the pegasi were completely out of sight, but we pushed on as a precaution.

Alas, all was not well.

Some time later, Ten approached me to tell me that during all of the turbulence, the drive mechanism had been damaged, and the ensuing explosion (while I greatly appreciate our mechanic's skill, dear reader, I often wonder at the volatility of some of their designs) had damaged the hull. We would need to land as soon as possible. Worse yet, one of the parts required was among those we had not restocked. Being over an expansive ocean with no land in sight didn't inspire much confidence, either. Certainly, the *Zoetrope* could float like a normal ship, but there was little chance of landing near the proper supplies.

With little other recourse, we splashed down in the salty water of the Embaral Ocean, drifting on the waves. I must admit to feeling a bit despondent. Though I knew there would be setbacks on our journey—it would be ridiculous to assume any adventure could be perfectly smooth—the length of the sea voyage ahead of us put a damper on my spirits.

My morale improved somewhat at the opportunity to document some rare aquatic life only found in this region, including some creatures never seen or cataloged before, but we were only able to see the few samples Grefu and Lythea could carry back from dives between their respective duties.

On the third day, Telero spotted land: one of the rare islands in this part of the world. My spirits lifted at the prospect of new sights and discoveries, and we went ashore to investigate this small island. It was rather barren, but nonetheless, we began to explore the rough terrain. I found myself rooting through the small crevices between the larger stones, hoping to uncover some rare crustaceans I had not yet studied. The rest of the crew were doing their own surveying, looking for anything that piqued their interest.

Suddenly we heard an elated cry from the water. It was Lythea, who had been diving along the far shore. We all rushed to see what exciting species she must have found. At first, Lythea was chattering so excitedly it was hard to make out what she was saying, but one word caught our attention: "shipwreck"! At that, we all perked up, but no one more than Ten.

Although the piece Lythea eventually recovered only faintly resembled the missing part, Ten was prepared to make it work. We were back in the air the following morning, heading toward a dock to make more permanent repairs—and stock up on both parts and provisions for the next leg of our journey.

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ANIMAL COMPANIONS

The following companions describe a wider range of animals found throughout Golarion that can be recruited to follow and fight alongside a character. Rules for animal companions are found on page 206 of *Player Core*.

Antelope

Your companion is an antelope or other similar animal, such as a dik-dik, gazelle, or wildebeest.

Size Medium or Large
Melee ❖ horns (finesse), **Damage** 1d6 piercing
Melee ❖ hoof (agile, finesse), **Damage** 1d4 bludgeoning
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Survival
Senses low-light vision
Speed 40 feet
Special Mount
Support Benefit The antelope impales your distracted foes. Until the start of your next turn, while riding your antelope, your Strikes that damage a creature in your antelope's reach also deal 1d6 persistent bleed damage. If your antelope is nimble or savage, the persistent bleed damage increases to 2d6.
Advanced Maneuver Bounding Retreat

BOUNDING RETREAT ❖❖

The antelope Leaps twice. If it has a rider, it can leave them in an empty space as it Leaps out of it.

Elk

Your companion is an elk, or other similar cervids, such as a caribou, large deer, or moose.

Size Medium or Large
Melee ❖ antlers, **Damage** 1d8 piercing
Melee ❖ hoof (agile), **Damage** 1d6 bludgeoning
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 8
Skill Intimidation
Senses low-light vision
Speed 30 feet
Special Mount
Support Benefit Your elk makes a threatening display by waving its antlers. Until the start of your next turn, if you hit and deal damage to a creature within your elk's reach, the creature is frightened 1.
Advanced Maneuver Antler Catapult

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ANTLER CATAPULT ❖❖

The elk Steps once and then makes an antlers Strike. If it moved and hits, the elk can fling its target into the space it just left, which is forced movement.

Flying Squirrel

Your companion is a giant flying squirrel or sugar glider.
Size Small
Melee ❖ jaws (finesse), **Damage** 1d6 piercing
Melee ❖ claw (agile, finesse), **Damage** 1d4 slashing
Str +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** +0
Hit Points 6
Skill Stealth
Senses low-light vision, scent (imprecise) 30 feet
Speed 25 feet, climb 25 feet
Special When your flying squirrel falls, it can glide, falling only 5 feet at the beginning of your turn and moving up to 25 feet horizontally. It cannot glide if it's unable to act.
Support Benefit Your flying squirrel wraps your foes in its skin flaps, hampering their movement. Until the end of your next turn, if your Strike damages a creature in your giant flying squirrel's reach, that creature takes a –10-foot circumstance penalty to its Speeds for 1 round.
Advanced Maneuver Death from Above

DEATH FROM ABOVE ❖

FLOURISH

Requirements The flying squirrel is above the target

The flying squirrel crashes down onto a target, furiously clawing at it. The flying squirrel falls to an empty space next to the target, taking no damage, and makes two claw Strikes. Both attacks count toward its multiple attack penalty, but the penalty doesn't increase until after both attacks have been made.

Giraffe

Your companion is a giraffe.
Size Large
Melee ❖ hoof (agile), **Damage** 1d6 bludgeoning
Melee ❖ neck (nonlethal, reach 10 feet), **Damage** 1d4 bludgeoning
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 8
Skill Intimidation
Senses low-light vision, scent (imprecise, 30 feet)
Speed 35 feet
Special mount
Support Benefit Your giraffe pushes against opponents with its long neck. While riding on your giraffe this turn, you do not need a hand free to Shove and any foe you successfully Shove moves 10 feet (15 feet on a critical success).
Advanced Maneuver Long Stomp

LONG STOMP ❖❖

Your giraffe Strides twice and then makes a hoof Strike. As long as it moved at least 20 feet, it deals an additional 1d6 bludgeoning damage. Increase this to 2d6 if your giraffe is specialized.



Kangaroo

Your companion is a kangaroo or wallaby.
Size Small
Melee ❖ foot (agile), **Damage** 1d6 bludgeoning
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Survival
Senses low-light vision
Speed 30 feet
Special When the kangaroo Leaps horizontally, it travels up to 25 feet.
Support Benefit Your kangaroo bounces and shifts back and forth. Until the start of your next turn, it counts as being in its space or an empty space of your choice within 5 feet when determining whether you and your companion are flanking; you can choose a different space for each of your attacks.
Advanced Maneuver Spring Kick

SPRING KICK ❖❖

The kangaroo balances on its tail and lashes out with a powerful two-legged kick. The kangaroo makes a foot Strike. If it hits, the target is pushed back 10 feet. On a critical hit, they are also knocked prone.

Mole

Your companion is a giant mole, gopher, or prairie dog.
Size Small
Melee ❖ jaws, **Damage** 1d8 piercing
Melee ❖ claw (agile), **Damage** 1d6 slashing
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 8
Skill Stealth
Senses low-light vision, scent (imprecise, 30 feet)
Speed 25 feet, burrow 20 feet
Support Benefit Your mole leaps into the ground and burrows beneath your foes, disturbing their footing. Until the end of your next turn, if you hit and damage a creature adjacent to your mole, that creature is clumsy 1 until it moves from its current position.
Advanced Maneuver Burrowing Ambush

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BURROWING AMBUSH ◆◆

Your mole Burrows and makes a Strike. If the mole began its movement underground, the target is off-guard for this attack.

Mongoose

Your companion is a mongoose or meerkat.

Size Small

Melee ◆ jaws (finesse), **Damage** 1d6 piercing

Melee ◆ claw (agile, finesse), **Damage** 1d4 slashing

Str +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +1, **Cha** +1

Hit Points 4

Skill Survival

Senses low-light vision, scent (imprecise, 30 feet)

Speed 25 feet, burrow 10 feet

Support Benefit The mongoose bounds to your side, alert and at the ready. Until the end of your next turn, creatures adjacent to the mongoose cannot flank you.

Advanced Maneuver Liberating Bite

LIBERATING BITE ◆

FLOURISH

The mongoose makes a jaws Strike that can help creatures break free of restraint, like the grasp of a cobra. If the Strike hits, each creature grappled or restrained by the target can Escape as a free action.

Salamander

Your companion is a salamander, newt, axolotl, or similar amphibian.

Size Small

Melee ◆ tail, **Damage** 1d6 bludgeoning

Melee ◆ jaws, **Damage** 1d4 piercing

Str +2, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +1

Hit Points 6

Skill Survival

Senses darkvision

Speed 20 feet, swim 10 feet

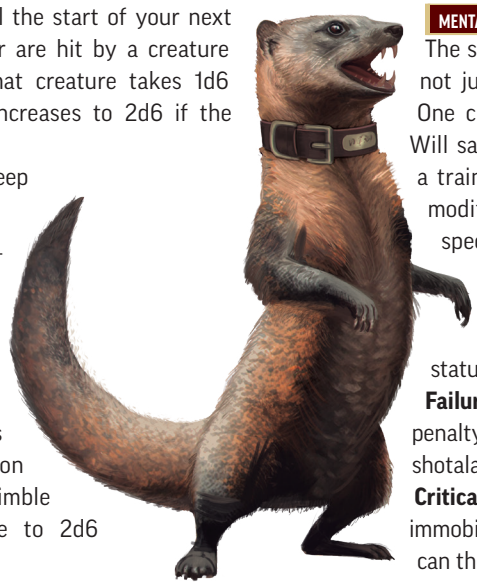
Support Benefit Your salamander secretes a poisonous, viscous fluid from its skin. Until the start of your next turn, if you or your salamander are hit by a creature adjacent to the salamander, that creature takes 1d6 poison damage. This damage increases to 2d6 if the salamander is nimble or savage.

Advanced Maneuver Poisonous Sweep

POISONOUS SWEEP ◆

FLOURISH | POISON

The salamander secretes poison from the glands on its tail and bludgeons an enemy to apply it to them. It makes a tail Strike. If the Strike hits, the target takes an additional 1d6 persistent poison damage. If your salamander is nimble or savage, increase this damage to 2d6 persistent poison damage.



Shotalashu

UNCOMMON

Your companion is a shotalashu (page 180), a telepathic creature originally from the planet of Castrovel but now introduced in small numbers to Golarion. Acquiring a shotalashu typically requires that the prospective rider bond with it first by spending a week of time with it and succeeding on a DC 21 Occultism check to establish a telepathic link. A rider who fails the check can attempt it again after another week with the shotalashu for each attempt. Any creature with telepathic capabilities, such as telepathy, touch telepathy, empathic sense, or the ability to cast spells such as *telepathy*, gains a +4 circumstance bonus to this check. The GM is the final arbiter of whether a given ability counts as telepathy for the purposes of forming a link. This link remains, and neither can form a new link until one member dies. The shock of a bonded partner dying leaves the survivor stupefied 2 for 24 hours and prevents them from forming a new link for at least a month.

A shotalashu has the beast trait instead of the animal trait but otherwise functions normally as an animal companion.

Size Medium or Large

Melee ◆ claw (agile), **Damage** 1d6 slashing

Str +2, **Dex** +3, **Con** +2, **Int** –3, **Wis** +1, **Cha** +2

Hit Points 8

Skill Survival

Senses darkvision

Speed 40 feet

Special mount

Support Benefit The shotalashu telepathically assails your enemies when you create an opening. Until the start of your next turn, each time you hit a creature in the shotalashu's reach with a Strike, the creature takes 1d6 mental damage from the shotalashu. If your shotalashu is nimble or savage, the mental damage increases to 2d6.

Advanced Maneuver Telepathic Pounce

TELEPATHIC POUNCE ◆◆

MENTAL | OCCULT

The shotalashu hunts by pinning its foes with not just its claws, but with its mind as well. One creature within 30 feet must attempt a Will save, with the following effects. This uses a trained DC using the shotalashu's Charisma modifier or an expert DC if the shotalashu is specialized.

Critical Success The creature is unaffected.

Success The creature takes a –5 foot status penalty to its Speeds for one round.

Failure The creature takes a –10 foot status penalty to its Speeds for one round. The shotalashu can then Leap.

Critical Failure The creature is off-guard and immobilized for one round. The shotalashu can then Leap.

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Advanced Companions

From the Sable Company's hippogriffs soaring above Korvosa to athamaru eel riders patrolling the depths, unusual mounts play an integral role in Golarion's martial traditions. The difficulties with raising and training such steeds are well rewarded with the mobility they provide. Animal companion options in this section gain the mount special ability (*Player Core* 207).

Many of these creatures have unusual abilities or temperaments that make them particularly difficult to train; you cannot choose one of the companions in this section unless your level is at least equal to that listed alongside the companion's name. The animal still gains the normal benefits from being mature, nimble, savage, or having a specialization. You can replace an existing animal companion with one of these advanced animal companions by releasing your previous companion from service and spending one week of downtime bonding to and training with the new companion.

Giant Eel 4th

UNCOMMON AQUATIC

Your companion is a long ribbon-like fish with jagged teeth.
Access athamaru ancestry
Size Large
Melee ❖ jaws, **Damage** 1d8 piercing
Str +3, **Dex** +1, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0
Hit Points 4
Skill Stealth
Senses low-light vision, scent (imprecise) 30 feet
Speed 10 feet, swim 40 feet
Special mount
Support Benefit Your giant eel swims in confounding bursts. Until the start of your next turn, it counts as being in its space or an empty space of your choice within 10 feet when determining whether you and your companion are flanking; you can choose a different space for each of your attacks.
Advanced Maneuver Swimming Snap

SWIMMING SNAP ❖❖

The giant eel Swims and makes a jaws Strike at any point along the way.

Giant Frog 6th

AMPHIBIOUS

Your companion is a massive frog or toad.
Size Large
Melee ❖ jaws, **Damage** 1d8 piercing
Melee ❖ tongue (reach 15 feet), **Damage** 1d4 bludgeoning
Str +2, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Survival
Senses low-light vision
Speed 20 feet, climb 20 feet, swim 25 feet
Special mount

RIDING ANIMAL COMPANIONS

You or an ally can ride your animal companion as long as it is at least one size larger than the rider. If it is carrying a rider, the animal companion can use only its land Speed, and it can't move and Support you on the same turn. However, if your companion has the mount special ability, it's especially suited for riding and ignores both of these restrictions.

Support Benefit Your giant frog's tongue darts into openings you create and sticks to opponents to disrupt their movements. Until the start of your next turn, whenever you successfully Strike a creature your giant frog threatens, that creature can't use reactions triggered by your actions unless its level is higher than yours.
Advanced Maneuver Tongue Grab

TONGUE GRAB ❖❖

The giant frog lashes out with its tongue, making a tongue Strike. If the Strike hits, the target is automatically grabbed by the giant frog and pulled into a square adjacent to the frog. The grabbed condition lasts until the end of your next turn.

Giant Wasp 14th

UNCOMMON

Your companion is a large wasp, hornet, or other stinging hymenopteran.
Size Large
Melee ❖ stinger (finesse), **Damage** 1d6 piercing plus poison
Str +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 4
Skill Survival
Senses darkvision
Speed 20 feet, fly 40 feet
Special mount
Support Benefit Your wasp drones its wings, unnerving your enemies. Until the start of your next turn, if you hit and deal damage to a creature in your giant wasp's reach, the creature becomes frightened 1.
Advanced Maneuver Darting Stab

DARTING STAB ❖❖

FLOURISH

The giant wasp Flies up to 15 feet and then Strikes, or Strikes and then Flies up to 15 feet.

Griffon 14th

Your companion is a majestic beast combining the features of a raptor and a lion.
Size Large
Melee ❖ beak, **Damage** 1d8 piercing
Melee ❖ talon (agile), **Damage** 1d6 slashing
Str +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 8

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Skill Survival
Senses darkvision, scent (imprecise) 30 feet
Speed 25 feet, fly 60 feet
Special mount
Support Benefit Your griffon adopts a noble pose, inspiring you to defy the horrors before you. Until the start of your next turn, you and your griffon gain a +2 circumstance bonus to saves against emotion effects.
Advanced Maneuver Flying Strafe

FLYING STRAFE ❖❖

The griffon Flies up to its fly Speed and makes two talon Strikes at any point, each against a different creature.

Hippocampus 4th

AQUATIC

Your companion is a strange beast combining aspects of a horse and a fish.
Size Large
Melee ❖ tail, **Damage** 1d6 bludgeoning
Str +3, **Dex** +1, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0
Hit Points 6
Skill Survival
Senses darkvision, scent (imprecise) 30 feet
Speed 5 feet, swim 40 feet
Special mount



Support Benefit Until the start of your next turn, if you're mounted on your hippocampus and moved 10 feet or more on the action before a melee Strike, add a circumstance bonus to damage for that Strike equal to twice the number of weapon damage dice. If your weapon already has the jousting weapon trait, increase the trait's damage bonus by 2 per die instead.
Advanced Maneuver Sudden Retreat

SUDDEN RETREAT ❖❖

The hippocampus makes a tail Strike, then Swims with a +10-foot circumstance bonus to its swim Speed. The hippocampus and its rider gain a +2 circumstance bonus to AC against reactions triggered by this movement.

Hippogriff 14th

Your companion combines the features of a hawk and a horse.
Size Large
Melee ❖ beak, **Damage** 1d6 piercing
Melee ❖ talon (agile), **Damage** 1d4 slashing
Str +2, **Dex** +2, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0
Hit Points 8
Skill Survival
Senses darkvision, scent (imprecise) 30 feet
Speed 30 feet, fly 60 feet
Special mount
Support Benefit Until the start of your next turn, if you're mounted on your hippogriff and moved 10 feet or more on the action before a melee Strike, add a circumstance bonus to damage for that Strike equal to twice the number of weapon damage dice. If your weapon already has the jousting weapon trait, increase the trait's damage bonus by 2 per die instead.
Advanced Maneuver Aerial Retreat

AERIAL RETREAT ❖❖

The hippogriff makes a talon Strike, then Flies with a +10-foot circumstance bonus to its fly Speed. The hippogriff and its rider gain a +2 circumstance bonus to AC against reactions triggered by this movement.

Orca 6th

Your companion is a killer whale.
Size Large
Melee ❖ jaws, **Damage** 1d8 piercing
Str +3, **Dex** +2, **Con** +3, **Int** –4, **Wis** +0, **Cha** +0
Hit Points 8
Skill Survival
Senses echolocation 30 feet (the orca can use hearing as a precise sense within this range while underwater)
Speed 5 feet, swim 40 feet
Special mount**;** the orca can hold its breath for 20 minutes.
Support Benefit Your orca attempts to drag down unwary swimmers. Until the start of your next turn, each time you hit a swimming creature in the orca's reach, the target is pulled 5 feet down into the water. This is forced movement.
Advanced Maneuver Breach

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BREACH ❖❖

The orca Swims up to its swim Speed, then Leaps vertically out of the water up to 25 feet in the air, making a Strike against a creature at any point during the jump (this lets it attack a creature within 30 feet of the water's surface). After the Strike, the orca splashes back down into the water.

Riding Tarantula 6th

Your companion is a massive hairy spider.

Size Large

Melee ❖ fangs (finesse), **Damage** 1d6 piercing plus poison

Melee ❖ leg (agile, finesse), **Damage** 1d4 piercing

Str +2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** +0

Hit Points 4

Skill Stealth

Senses darkvision

Speed 30 feet, climb 30 feet

Special mount at 8th level; your riding tarantula's fangs attack deals an additional 1d4 poison damage or 2d4 poison damage if the riding tarantula is a specialized companion

Support Benefit Your riding tarantula flicks urticating hairs at your foe, disrupting their focus. Until the start of your next turn, if you hit and deal damage to a creature your riding tarantula threatens, the target must succeed at a DC 5 flat check whenever it takes a concentrate action or that action is lost.

Advanced Maneuver Hair Barrage

HAIR BARRAGE ❖❖

The tarantula flicks its legs, flinging spiky hairs in a 15-foot cone. This deals 4d6 piercing damage with a basic Reflex save against your class DC. This damage increases by an additional 1d6 for every 4 levels you have beyond 6th.

Roc 16th

UNCOMMON

Your companion is a younger example of the legendary bird of prey.

Size Huge

Melee ❖ beak, **Damage** 1d10 piercing

Melee ❖ talon (agile), **Damage** 1d8 slashing plus Grab

Str +3, **Dex** +1, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 8

Skill Intimidation

Senses low-light vision

Speed 15 feet, fly 60 feet

Special mount

Support Benefit Your roc beats its wings, creating a powerful downdraft. Until the start of your next turn, your Strikes that damage a creature that your roc threatens push the target 5 feet away from your roc.

Advanced Maneuver Snatch

SNATCH ❖❖

The roc Strikes a creature with its talon and then attempts to Grab the creature. If the Grab is successful, the roc then Flies up to half its speed, carrying that creature along with it.

Umbrella Mushroom 14th

UNCOMMON

Your companion is a wide-capped mushroom capable of floating on air currents. A loop at the base of the stem acts as a stirrup for riding. An umbrella mushroom has the fungus trait instead of the animal trait, but it otherwise functions normally as an animal companion.

Size Large

Melee ❖ stalk, **Damage** 1d8 bludgeoning

Str +2, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** +0

Hit Points 6

Skill Stealth

Senses low-light vision

Speed 15 feet, fly 30 feet

Special mount; when you use Command an Animal to command your umbrella mushroom, it gains a reaction it can only use for its Float advanced maneuver

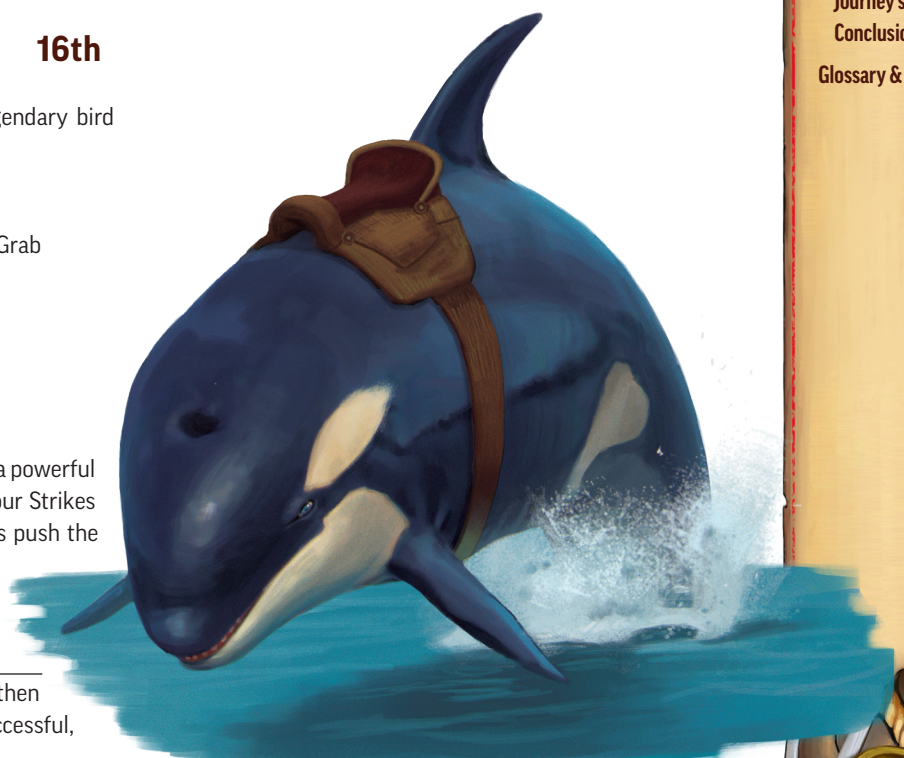
Support Benefit Your umbrella mushroom exudes sense dulling spores when you create an opening. Until the start of your next turn, your Strikes that damage a creature within your umbrella mushroom's reach becomes stupefied 1 for 1 round. This effect has the poison trait.

Advanced Maneuver Float

FLOAT ↷

Trigger The umbrella mushroom is falling.

The umbrella mushroom inflates buoyant air bladders and begins rotating to arrest the fall. It slows its descent to 60 feet per round. It can take this reaction even when unconscious.



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GRAFTS

We set off for an island in the Arcadian Ocean, tracking a rumor regarding the Migration. From above, we saw first a great mountain, the tip piercing the disc of the setting sun. Waves broke on rocky shores, and in the shallows beyond the coast we saw the forms of what appeared to be dolphins leaping into the evening air.

I say "appeared," for as we drew closer my eyes set upon a most unusual sight, one of many I would have the pleasure of experiencing in our expedition. There were dolphins, yes, and other creatures yet unknown to us, but among them were people. Our first impression was that they had evolved to be at home as much in water as on land, but this soon turned out not to be the case. This was not evolution, dear readers—this was ingenuity!

The people here have developed a marvelous medical procedure called "grafting" that seems to be somewhere between magic and alchemy. I admit that I do not understand the intricacies of it, but Dr. Pom's patient explanation helped me grasp the fundamentals.

On first impressions, the person who swam out to meet us appeared to have painted their skin in strips of bright green pigment that glowed vibrant in the evening sunlight. But as the sky darkened and the glow failed to fade, we began to realize that this was not paint—this was part of their skin, some form of bioluminescence running in straight lines across their torso. Their companions had other grafts—a shark's fin here, gills there, even a fine membrane like that of a flying squirrel, seemingly to allow the wearer to glide from great heights. In all cases, the work was almost seamless, with only the faintest scarring.

I was surprised to find that these grafts require no sacrifice on the part of the fauna, though Dr. Pom mentioned small amounts of hair or similar shed tissue are used. The people seemed to hold a great reverence for the creatures they emulated; when I wondered aloud at the fate of those who gave up their body parts for these grafts to exist, I was met uniformly with horror at the suggestion that someone grafted with bat ears, for example, must necessarily have taken them from a bat! This brought me great delight—while we iruxis are no strangers to hunting or husbandry, I am unsure I would be willing to deprive a bird of its wings, even if it let me dart through the clouds (an alarming prospect; besides, I have had enough of that in Telero's shuttle!). I clearly have much to do in unpacking these thoughts, but that is perhaps for a future monograph.

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Grafting Rules

Grafts are living tissues that are implanted into a host, where they integrate with the hosts' native biology. To implant a graft, you must be an expert in Medicine and have the appropriate formula. Graft formulas can be purchased as outlined in the formulas rules (*Player Core* 294).

You can take the Graft Technician feat below to implant grafts.

GRAFT TECHNICIAN FEAT 3

GENERAL SKILL

Prerequisites expert in Medicine

You can create and implant grafts. When you select this feat, you gain the formulas for four common grafts of 3rd level or lower. You gain a +1 circumstance bonus to Medicine checks to implant grafts. If you're a master in Medicine, this bonus increases to +2.

Implanting a Graft

Implanting a graft is a downtime activity, using the same rules as Crafting an item (*Player Core* 236) except as follows. The grafter uses the Medicine skill to affix the foreign organ to the willing subject, who must be present throughout the process. The grafter can implant only one graft at a time. Once the grafting process is complete, the implanted subject can begin using the graft. Grafts can be created from scratch, though they typically require specialized storage conditions, such as a tank of alchemical fluid, to remain viable outside of a host.

Damaging a Graft

Once a graft is accepted, it becomes part of the subject's body and can't take damage separately, just like any natural body part. If a graft is ever severed from the subject's body, it can be reconnected by any method that allows a severed body part to be reattached (such as the *regenerate* spell). If the graft is destroyed before it can be reattached, the subject typically can't restore it.

The Graft Trait

A graft has the graft trait. Items with this trait are permanently affixed to the subject's body and reduce the number of items a creature can invest each day by 1. Each graft has the invested trait to indicate this limitation; a graft is equivalent to a magical item that the subject has no choice but to invest.

If a creature gets a new graft when their limit on invested items has already been reduced to zero, the graft fails to provide benefits. The graft's abilities will take effect the next time the creature's limit on invested items is greater than zero. A grafter can replace an existing graft during the implantation process or upgrade a graft into its greater version just like when Crafting a greater version of an item.

Grafts

ALLURING LANTERN ITEM 8

GRAFT INVESTED MAGICAL

Price 450 gp

Usage implanted; **Bulk** L

An antenna with a bioluminescent lure protrudes from your head, drawing enemies' attention. When not activated, the antenna lays flat and blends in with your hair or skin.

Activate—Raise Lure ❖ (manipulate, mental, visual) **Frequency** once per day; **Effect** Until the beginning of your next turn, the lure raises above your head and lights up with multicolored flashes that draws creatures closer. Any creature that begins its turn within 20 feet of you must succeed at a DC 23 Will save or become fascinated by the lure and must spend at least one of its actions to move toward you. The fascination ends at the end of the creature's turn.

BIOLUMINESCENT STRIPES ITEM 1

GRAFT INVESTED LIGHT MAGICAL

Price 10 gp

Usage implanted; **Bulk** –

A line of glands embedded in your skin secretes a chemical that glows when it interacts with the air. As a single action, you can activate your bioluminescent stripes to glow with a bright light in a 20-foot radius and dim light for the next 20 feet. While you are glowing, you can't be undetected and you take a –4 item penalty to Stealth checks to Hide and Sneak. You can Dismiss the glow as a free action.

BRISTLING SPINES ITEM 1+

GRAFT INVESTED MAGICAL

Usage implanted; **Bulk** –

Your exposed skin is covered in fine, needle-like hairs that you can flick into the eyes of enemies.

Activate—Urticating Burst ❖❖ (manipulate) **Frequency** once per day; **Effect** You flick tiny spines in a 15-foot cone, dealing the listed amount of piercing damage to all creatures in the area with a basic Reflex save. On a critical failure, the creature is also dazzled until the end of their next turn.

Type lesser; **Level** 1; **Price** 15 gp

The DC is 15 and the spines deal 1d8 damage.

Type moderate; **Level** 3; **Price** 60 gp

The DC is 18 and the spines deal 2d8 damage.

Type greater; **Level** 7; **Price** 360 gp

The DC is 23 and the spines deal 5d8 damage. Instead of being dazzled on a critical failure, the target is instead blinded until the end of their next turn.

CAMOUFLAGING CHROMATOPHORES ITEM 4+

UNCOMMON GRAFT INVESTED MAGICAL

Usage implanted; **Bulk** –

Special cells in your skin can change color to help you blend in with your environment. You gain the listed item bonus to Stealth checks to Sneak and Hide.

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Activate—Background Adaptation ❖❖ (concentrate)
Frequency once per day; **Effect** For 1 minute, you can Hide without needing cover or concealment to do so. This doesn't allow you to Sneak without ending your movement in cover or concealment, however, as your skin's attempts to match the background as you move produce noticeable rippling waves of color.

Type lesser; **Level** 4; **Price** 95 gp
The bonus is +1.

Type greater; **Level** 9; **Price** 665 gp
The bonus is +2, and you can use Background Adaptation once per hour.

COMPOUND EYES ITEM 4

FORTUNE GRAFT INVESTED MAGICAL
Price 75 gp
Usage implanted; **Bulk** –

You replace your eyes with ones similar to an insect's or a crustacean's, which allow you to better pinpoint movement. Once per day when you attempt a flat check to target a creature that's concealed from you, you can roll twice and take the better result.

DISTRACTING CARAPACE ITEM 4

GRAFT INVESTED MAGICAL
Price 80 gp
Usage implanted; **Bulk** –

Your skin is studded with pieces of iridescent chitin that ripple like oil on water. When you move your body in a distracting way, your allies can take advantage to move stealthily. When you Aid an ally who is trying to Create a Diversion, instead of the usual effects of Aid, you can roll an Acrobatics or Performance check and use that result to determine the outcome of the diversion, instead of attempting a Deception check.

ECHO RECEPTORS ITEM 10

UNCOMMON GRAFT INVESTED MAGICAL
Price 950 gp
Usage implanted; **Bulk** –

You can sense your surroundings using sonic pings rather than relying on your vision. You gain echolocation at 40 feet, allowing you to use hearing as a precise sense.

GILLS ITEM 8

GRAFT INVESTED MAGICAL
Price 450 gp
Usage implanted; **Bulk** –

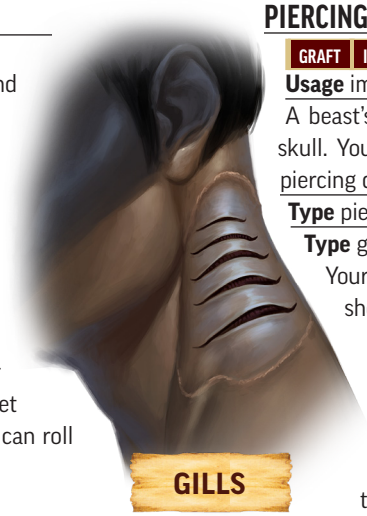
Delicate folds in the skin just behind your ears ripple as water flows over them. You can breathe underwater.

GLIDING MEMBRANES ITEM 3+

GRAFT INVESTED MAGICAL
Usage implanted; **Bulk** L

Membranes that stretch between your arms and torso help you convert a fall into a glide. Treat falls as 25 feet shorter. Even if you take fall damage, you can land on your feet by succeeding at a DC 15 Acrobatics check.

Type lesser; **Level** 3; **Price** 50 gp
Type greater; **Level** 7; **Price** 340 gp
Treat falls as 50 feet shorter instead.



PIERCING HORN ITEM 3+

GRAFT INVESTED MAGICAL
Usage implanted; **Bulk** –

A beast's horn or horns have been grafted onto your skull. You gain a horn unarmed attack that deals 1d8 piercing damage. This horn is in the brawling group.

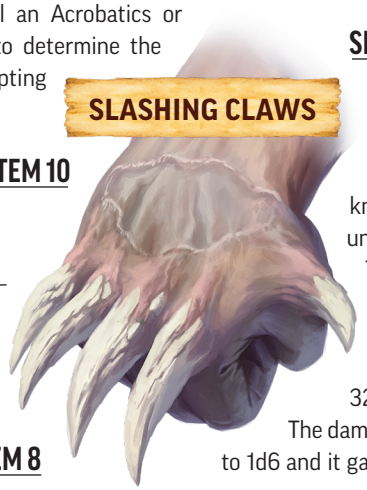
Type piercing horn; **Level** 3; **Price** 52 gp
Type goring horn; **Level** 7; **Price** 320 gp
Your horn unarmed attack gains the forceful and shove traits.

SHARPENED CANINES ITEM 3+

GRAFT INVESTED MAGICAL
Usage implanted; **Bulk** –

Some of your teeth have been replaced with those of a larger meat-eating predator. You gain a jaws unarmed attack that deals 1d6 piercing damage. These jaws are in the brawling group.

Type sharpened canines; **Level** 3; **Price** 50 gp
Type bleeding canines; **Level** 7; **Price** 320 gp
The damage die for your jaws unarmed attack increases to 1d8, and whenever you score a critical hit with your jaws, your target takes 1 persistent bleed damage per weapon damage die.



SLASHING CLAWS ITEM 3+

GRAFT INVESTED MAGICAL
Usage invested; **Bulk** –

Sharp claws have been grafted to your hands or feet, perhaps extending from your knuckles or the tips of your toes. You gain a claw unarmed attack that deals 1d4 slashing damage. These claws are in the brawling group and have the agile and finesse traits.

Type slashing claws; **Level** 3; **Price** 50 gp
Type deadly slashing claws; **Level** 7; **Price** 320 gp
The damage die for your claw unarmed attack increases to 1d6 and it gains the deadly d8 trait.

SPRY SINEWS ITEM 3+

GRAFT INVESTED MAGICAL
Usage implanted **Bulk** –

The tendons in your legs are uncommonly stretchy. When you Leap, increase the distance traveled by the listed amount.

Type lesser; **Level** 3; **Price** 55 gp
You increase the horizontal distance of your Leap by 5 feet and the vertical distance by 3 feet.

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Type greater; **Level** 11; **Price** 1,300 gp
You increase the horizontal distance of your Leap by 10 feet and the vertical distance by 6 feet.

SQUID INK SAC ITEM 5

GRAFT INVESTED MAGICAL
Price 160 gp
Usage implanted; **Bulk** –

Sacs full of dark ink have been implanted inside your mouth, allowing you to spit it forth.

Activate—Spray Ink ❖ (manipulate) **Frequency** once per day;
Effect You splatter ink in a 10-foot cone, covering creatures and revealing invisible ones. Each creature in the area must succeed at a DC 20 Reflex save or become covered in ink. If a creature has its invisibility negated by this ink, it is concealed instead of invisible. A creature can negate the effects of the ink by spending two Interact actions to wipe off the ink.
Critical Success The target is unaffected.
Success The target's invisibility is negated for 2 rounds.
Failure The target is blinded for 1 round. Its invisibility is negated for 1 minute.
Critical Failure The target is blinded for 10 minutes. Its invisibility is negated for 10 minutes.

If this graft is used underwater, you can instead choose to release the ink in a 10-foot emanation. The resulting ink cloud lasts for 10 minutes. All creatures in the ink cloud become concealed, and all creatures outside the ink cloud become concealed to creatures within it.

SWOOPING WINGS ITEM 17

GRAFT INVESTED MAGICAL
Price 15,000 gp
Usage implanted; **Bulk** 1

A pair of feathered wings are anchored to your shoulder bones. You gain a 25-foot fly Speed.

TOXIC BLOOD ITEM 9

GRAFT INVESTED MAGICAL POISON
Price 650 gp
Usage implanted; **Bulk** –

Your blood flows with tetrodotoxin or a similar toxin, poisoning enemies who dare to bite you.

Creatures that damage you with an attack using their mouths (such as a jaws or fang Strike) must attempt a DC 26 Fortitude saving throw.
Critical Success The creature is unaffected.
Success The creature is sickened 1.
Failure The creature takes 2d6 poison damage and is sickened 1.
Critical Failure The creature takes 4d6 poison damage and is sickened 2.

TUBEWORM GLAND ITEM 7

GRAFT INVESTED MAGICAL
Price 330 gp
Usage implanted; **Bulk** –

Thanks to a graft from a hardy deep-sea invertebrate in your stomach, you can ingest food and water that would be toxic to others. You gain a +2 item bonus to Fortitude saving throws against ingested diseases and poisons.

VENOM GLANDS ITEM 3

GRAFT INVESTED MAGICAL POISON
Price 55 gp
Usage implanted; **Bulk** –

Your salivary glands are modified to be capable of spraying a deadly venom. You gain a poison spray unarmed ranged attack with a range increment of 10 feet that deals 1d4 poison damage. On a critical hit, the target is also sickened 1.

WHIP TAIL ITEM 3+

GRAFT INVESTED MAGICAL
Usage implanted **Bulk** L

You have a strong, prehensile tail. You gain a tail unarmed attack that deals 1d6 bludgeoning damage. This tail is in the brawling group. You gain a +1 item bonus to Acrobatics checks to Balance and to Athletics checks to Climb. You can also use your tail for the Grab an Edge action, even if your hands are otherwise occupied.

Type whip tail; **Level** 3; **Price** 45 gp
Type constricting whip tail; **Level** 7; **Price** 320 gp
You can use your tail unarmed attack to Grapple even if you don't have a free hand. You gain a +2 item bonus to Athletics checks to Grapple.



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BEAST ARMOR AND ARMAMENTS

From the simplest hide armor to magical beast firearms, Golarion's people have long used the gifts of the wild to construct more effective equipment.

Armor

HODAG LEATHER ITEM 7

UNCOMMON INVESTED MAGICAL

Price 350 gp

Usage worn armor; **Bulk** 1

Dyed green and white and studded with the natural spines of a hodag, this *+1 deathless* (*Grand Bazaar* 10) *studded leather armor* is an imposing sight, especially when its wearer is barreling towards you.

Activate—Hodag Toss ❖❖ (concentrate, manipulate) **Effect** You Stride up to your Speed and make a Strike at the end of your movement. If you succeed at your Strike, attempt an Athletics check against the creature's Fortitude DC. On a success, the creature is thrown 10 feet in a straight line in the direction of your choice and lands prone. If the creature is knocked into a solid object, it takes 1d6 bludgeoning damage before landing prone. You can instead toss the creature straight up into the air. The creature lands in the same square it occupied, and takes 1d6 bludgeoning damage as it lands prone. You can't use this ability again for 1d4 rounds.

Craft Requirements The initial raw materials must include the hide of a hodag (*Bestiary 2* 145).

MAMLAMBO SCALE ITEM 10

RARE INVESTED MAGICAL

Price 990 gp

Usage worn armor; **Bulk** 2

The faint glow beneath the thick, algae-green scales of this suit of *+1 resilient scale mail* hints at the armor's source.

Activate—Luminous Lure ❖ (concentrate, light, manipulate, mental, visual) **Frequency** Once per day; **Effect** The *mamlambo scale* sheds dim light in a 20-foot emanation. The light has a duration of 1 minute, but you can extinguish the light with an Interact action. A creature that begins its turn in the light must attempt a DC 26 Will save. Regardless of the save's result, the creature is temporarily immune for 1 hour.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature is fascinated, and for as long as it remains in the light, it must spend at least 1 of its actions on each of its turns to move closer to the source of the light. If the creature ends its movement adjacent to you, it is slowed 1 until it is out of the light or until you make a Strike against it.

Critical Failure As failure, but the creature is also off-guard against the first Strike you make against it while it is slowed.

Craft Requirements The initial raw materials must include the scales and hide of a mamlambo (*Lost Omens Mwangi Expanse* 303).

MANTIS PLATE ITEM 12

RARE INVESTED MAGICAL

Price 1,900 gp

Usage worn armor; **Bulk** 4

The beautiful plates of this *+2 resilient greater ready full plate* armor are shaped from the carapace of a deadly mantis, providing excellent protection with added flexibility. When wearing a suit of *mantis plate*, you gain a +1 item bonus to your Athletics DC.

Activate—Mandible Vambraces ❖❖ (concentrate, manipulate); **Effect** Make a melee Strike. If you succeed, the target is caught by the spikes on the armor's forearms, taking an additional 6d6 piercing damage (DC 30 basic Reflex save).

Craft Requirements The initial raw materials must include the arms and carapace of a deadly mantis (*Monster Core* 229).

Shields

ARCTIC WORM CHITIN SHIELD ITEM 12

UNCOMMON INVESTED MAGICAL

Price 1,800gp

Usage held in 1 hand; **Bulk** 4

This tower shield is crafted from interlocking sections of an arctic cave worm's chitin that are rimed with constant frost. It has Hardness 13, HP 104, and BT 52.

Activate—Misty Chill ❖ (cold, concentrate, manipulate) **Effect** You Raise the Shield and an icy mist begins to flow off it. Until the beginning of your next turn, you gain resistance 5 to cold and any creature that ends its turn adjacent to you takes 3d6 cold damage (DC 29 basic Reflex save).

Craft Requirements The initial raw materials must include chitin from an arctic cave worm (*Monster Core* 54).

HIPPOPOTAMUS KLAR ITEM 10

UNCOMMON INVESTED MAGICAL

Price 1,000 gp

Usage held in 1 hand; **Bulk** 1

This *+1 striking klar* (*Treasure Vault* 21) is fashioned from the skull of a hippopotamus, with one of its canines acting as the blade. While wielding a *hippopotamus klar*, you gain a +1 item bonus to Intimidation checks.

Activate—Engulfing Jaws ❖ (manipulate) **Frequency** once per day; **Effect** The hippo jaws of the shield open impossibly wide. Make a melee Strike with the klar blade targeting two creatures adjacent to each other. Roll the attack and damage once and apply it to each creature separately. This counts as two attacks for your multiple attack penalty.

Craft Requirements The initial raw materials must include the entire skull of a hippopotamus.

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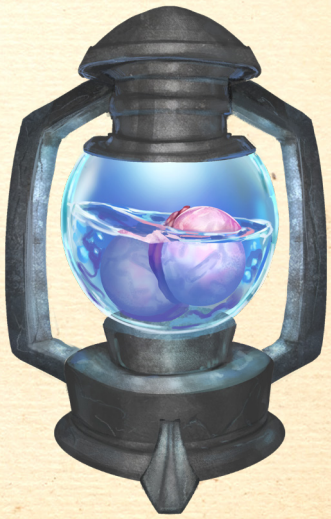
ANKHRAV DUSTER



WHIP-TONGUE SLING



FLASH BEETLE LANTERN

Weapons

ANKHRAV DUSTER ITEM 4

UNCOMMON MAGICAL

Price 90 gp

Usage held in 1 hand; **Bulk** L

Acid drips from the ankhrav mandibles protruding from this *+1 knuckle duster* (*Guns & Gears* 150). Strikes with this weapon deal an additional 1 acid damage.

Activate—Caustic Jabs ❖ (concentrate) **Frequency** once per hour; **Effect** Until the end of your next turn, your Strikes with the *ankhrav duster* deal an additional 1d6 persistent acid damage.

Craft Requirements The initial raw materials must include the mandibles of an ankhrav (*Monster Core* 20).

BLACK SCORPION STINGMACE ITEM 15

UNCOMMON MAGICAL POISON

Price 6,250 gp

Usage held in 1 hand; **Bulk** 2

The massive stinger of a black scorpion adds significant weight to this *+2 greater striking fearsome mace*. On a critical hit, the target is exposed to black scorpion venom.

Black Scorpion Venom (poison) **Saving Throw** DC 36 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d12 poison damage and clumsy 2 (1 round); **Stage 2** 3d12 poison damage, clumsy 2, and slowed 1 (1 round); **Stage 3** 4d12 poison damage, clumsy 4, and slowed 2 (1 round).

Craft Requirements The initial raw materials must include the intact stinger of a black scorpion (*Bestiary 2* 234).

BLOODGORGER SCYTHE ITEM 7

UNCOMMON MAGICAL

Price 340 gp

Usage held in 2 hands; **Bulk** 2

This *+1 striking scythe* is made from the cruel, blackened branches of the carnivorous scythe tree, which hungrily drink up spilled blood.

Activate—Root in Blood ❖ (manipulate) **Requirements** Your last action was a successful Strike with this weapon and your target isn't currently taking any persistent bleed damage; **Effect** You break off a piece of the *bloodgorger scythe* inside your enemy to feed on their blood and sprout into a new tree. The target takes 1 persistent bleed damage at the end of their turn. Each failure to stop the bleeding increases this bleed damage by 1 as a small scythe tree grows from the wound, to a maximum of 3 persistent bleed damage.

Activate—Sapling Slash ❖ (concentrate) **Requirements** A target has a piece of the *bloodgorger scythe* broken off inside them and has failed to recover from the persistent bleed damage for 3 consecutive turns; **Effect** The sprouted scythe tree grows large enough to be commanded. It makes a melee Strike against the target or a creature adjacent to the target, with a +18 to hit and dealing 1d10 slashing damage.

Craft Requirements The initial raw materials must include branches and roots from a scythe tree (*Bestiary 2* 235).

CATOBLEPAS MAUL ITEM 12

UNCOMMON MAGICAL POISON

Price 1,800 gp

Usage held in 2 hands; **Bulk** 2

The putrid stench emanating from the catoblepas antlers adorning this *+2 greater striking greater crushing maul* interferes with your sense of smell. While wielding this weapon, you gain a +2 item bonus to saves against olfactory effects.

Activate—Vile Stench ❖ (manipulate, olfactory) **Requirements** Your last action was a successful Strike with the *catoblepas maul*; **Effect** The target must succeed at a DC 30 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). A creature that succeeds at its save becomes temporarily immune to Vile Stench for 1 minute.

Craft Requirements The initial raw materials must include antlers from a catoblepas (*Bestiary 2* 48).

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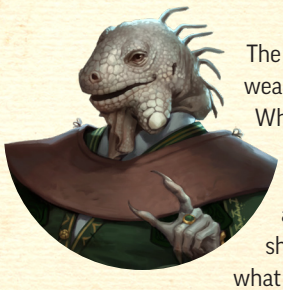

Ethically Sourced Horns

The matter of using monster parts in weapons is one of some complexity. While we iruxis are no stranger to hunting or using animal parts in our tools, my grandmother always taught me that we should make every effort to take what we can sustainably and in a way that minimizes suffering. Scavenging the thunderbird feathers needed to forge a storm herald yields a weapon of no lesser quality, and it allows a single creature to provide a village's worth of raw materials over many years. Of course, the world is full of vile creatures as well. I have never known distaste at the sight of a nightmare's lament firearm, for instance, as few protest the defeat of these unholy hellbeasts.

CHIMERA FLAIL ITEM 9

UNCOMMON MAGICAL

Price 700 gp

Usage held in 2 hands; **Bulk** 2

The three spiked heads of this *+1 striking war flail* are fashioned to resemble the heads of a chimera. Preserved fragments of bone from the creature are fused with the metal of each head, replacing the typical weight at the end of the chain. Each head has been shrunk and preserved for use. You can have only one head slotted at a time and can use only the ability of the currently slotted head, while the other two hang off the pommel. Switching between heads requires an Interact action.

Dragon This head does piercing damage instead of the normal bludgeoning damage, plus 1 damage type based on the magical tradition of the chimera's dragon head. (**Arcane** force; **Divine** spirit; **Occult** mental; **Primal** acid, cold, electricity, fire, sonic, or poison, chosen at item creation)

Activate—Bursting Breath ❖ (concentrate) **Frequency** once per 10 minutes; **Requirements** your last action was a successful Strike; **Effect** You tap into the residual energy of the dragon head and release it as a small breath explosion. This does 2d6 damage of the dragon's additional damage type in a 10-foot burst centered around one corner of the space the target occupies. After using this, the dragon head attachment loses its additional damage type. You can spend 10 minutes to rest and recharge the head.

Lion This head does piercing damage instead of the normal bludgeoning damage, plus 1 additional precision damage if the target is off-guard.

Activate—Pouncing Whirl ❖❖ (concentrate) **Frequency** once per 10 minutes; **Requirements** you have not made an attack this turn; **Effect** You tap into the predator speed of a lion. You Stride up to half your Speed and make a Strike against a target. If that creature is within reach of an ally, regardless if they would normally provide flanking or not, that creature is considered off-guard to your Strike. Your additional precision damage against an off-guard creature increases to 1d4. After using this, the lion head loses its additional precision damage. You can spend 10 minutes to rest and recharge the head.

Goat If your last action was to Stride at least half your Speed, this does an additional 1d4 force damage.

Activate—Charging Horns ❖❖❖ (concentrate) **Frequency** once per 10 minutes; **Effect** You swing the hammer around with the full force of a charging ram. Make a Strike against up to three enemies within your reach. The first two Strikes are at your current attack bonus, and the third is with the normal attack penalty. On a successful hit, the target takes an additional 1d6 force damage and is pushed back 5 feet, or 10 feet on a critical hit. After using this, the goat head loses its additional force damage. You can spend 10 minutes to rest and recharge the head.

Craft Requirements The initial raw materials must include all three heads from a chimera (*Monster Core* 62).

CONSTRICTING METEOR ITEM 8

UNCOMMON MAGICAL

Price 450 gp

Usage held in 2 hands; **Bulk** 2

The weights of this *+1 striking meteor hammer* (*Treasure Vault* 25) are shaped like snake heads, and anaconda scales adorn the chain.

Activate—Coiling Chain ❖ (concentrate) **Requirements** Your last action was a successful melee Strike or Trip with the *constricting meteor*; **Effect** The chain of the meteor hammer wraps around the target and squeezes. Attempt an Athletics check to Grapple the creature with a +1 item bonus. In addition to being grabbed on a success, the target takes 1d10+7 bludgeoning damage.

Craft Requirements The initial raw materials must include the scales of a giant anaconda (*Monster Core* 317).

GIANT SQUID LASH ITEM 10

UNCOMMON MAGICAL

Price 750 gp

Usage held in 1 hand; **Bulk** 1

Three dried tentacles from a giant squid studded with pufferfish spines have been twisted together to form this robust *+1 wounding whip*. With a clever flick of the wrist, they can be unfurled into a deadly arc of poisonous barbs.

Activate—Poison Barrage ❖❖ (manipulate) **Frequency** once per hour; **Effect** You lash out with the whip's three tentacles in a 15-foot cone. Each creature inside the cone must attempt a DC 27 basic Fortitude save or take 4d6 poison damage. On a critical failure, the creature also takes 1d6 persistent poison damage.

Craft Requirements The initial raw materials must include three tentacles from a giant squid (*Bestiary 2* 254).

SHULN FANG KATAR ITEM 12

RARE MAGICAL

Price 2,100gp

Usage held in 1 hand; **Bulk** L

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This *+2 greater striking katar* masterfully crafted from the adamantine-laced fang of a shuln can puncture even the toughest of armors.

Activate—Piercing Critical ❖ (concentrate) **Frequency** once per round; **Requirements** Your last action was to score a critical hit with the *shuln fang katar* against a creature that is wearing armor; **Effect** You deal the same amount of damage as the critical hit to the creature's armor, bypassing any Hardness lower than 10, like adamantine.

Craft Requirements The initial raw materials must include a fang from a shuln (*Monster Core* 309).

SPLITHEAD BOW ITEM 7

UNCOMMON MAGICAL

Price 360 gp

Usage held in 2 hands; **Bulk** 2

This *+1 striking hauling* (*Grand Bazaar* 80) *longbow* is lined with the flesh of a fallen hydra and ornate carvings on the grip that depict the hydra's number of heads it had before it was slain. When you wield the bow in combat, you regain 2 Hit Points at the start of each of your turns.

Activate—Two-Headed Arrow ❖❖ (manipulate) **Effect** You imbue your arrow with the properties of a hydra, splitting it in two and sending each at a different foe. Make two ranged Strikes, each against a separate target. Both targets must be in your line of sight, and within 50 feet of you. Both Strikes count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both attacks. Additionally, after using this ability, you do not regain Hit Points from wielding the bow on your next turn.

Activate—Five-Headed Arrow ❖❖ (manipulate) **Frequency** once per day; **Effect** You make a powerful Strike propelled by the ferocity of a hydra at a target within your first range increment. If your Strike is successful, the arrow deals damage as normal and then passes through the target, splitting into four pieces. Choose four other targets within 30 feet of the original target and make a single ranged Strike with your multiple attack penalty, comparing the result to each secondary target's AC. After using this ability, you do not regain Hit Points from wielding the bow until after your next daily preparations.

Craft Requirements The initial raw materials must include the flesh from a severed head of a hydra (*Monster Core 204*).

STORM HERALD ITEM 12

UNCOMMON ELECTRICITY MAGICAL SONIC

Price 2,000 gp

Usage held in 1 hand; **Bulk** L

This iridescent, black *+2 striking shock thundering fighting fan* (*Treasure Vault* 25) is crafted from the crackling feathers of thunderbirds to resemble one of the beast's mighty wings. Channeling the avian's tempestuous nature, you are surrounded by a stormy shell of wind and electricity while wielding a *storm herald*, granting you resistance 5 to electricity and sonic damage.

Activate—Call the Storm ❖❖ (concentrate, magical, manipulate) **Frequency** once per day; **Effect** You channel the full might of a storm with you as its epicenter. All creatures within 30 feet take 3d10 electricity damage and 3d10 sonic damage (DC 30 basic Reflex save).

Craft Requirements The initial raw materials must include feathers from a thunderbird (*Bestiary 2* 259).

TIDAL CROSSBOW ITEM 13

RARE MAGICAL WATER

Price 2,800 gp

Usage held in 2 hands; **Bulk** 1

The beak and talons of a tidehawk form the triggering mechanism of this *+2 greater striking crossbow*. Its grip is constantly damp, though this doesn't affect your ability to keep ahold of the weapon. When used in aquatic combat, a *tidal crossbow* doesn't have its range increments halved. A *tidal crossbow* deals 1d4 additional bludgeoning damage on a successful Strike. On a critical hit, the bow's additional damage is instead 1d4 bludgeoning splash damage, and the target must succeed at a DC 31 Reflex save or be pushed back 5 feet. The bow critical specialization effect applies to creatures with the water trait even if it wouldn't normally.

Activate—Typhoon Swell ❖❖ (manipulate, water) **Frequency** once per day; **Effect** The tidal crossbow produces a torrent of water in a 30-foot line, dealing 8d6 bludgeoning damage (DC 30 basic Fortitude save). Creatures that fail the save are also knocked prone.

Craft Requirements The initial raw materials must include the beak, talons, and several watery feathers of a tidehawk (*Bestiary 3* 266).

TROLLHOUND PICK ITEM 4

MAGICAL

Price 100 gp

Usage held in 2 hands; **Bulk** 2

This *+1 striking greatpick* bears a head studded with the tusks of a trollhound.

Activate—Ravenous Strike ❖❖ (magical, manipulate) **Effect** You Strike with the *trollhound pick*, transferring a portion of a trollhound's legendary appetite to the target. A living enemy who takes damage from the attack must attempt a DC 19 Will save.

Critical Success The creature is unaffected.

Success The creature suffers hunger pangs, becoming off-guard for 1 round.

Failure The creature experiences gnawing hunger, becoming off-guard for 1 round and enfeebled 1 for 1 minute. If the creature consumes any amount of food or drink (including imbibing a potion), the enfeebled condition ends.

Critical Failure As failure, but the creature is enfeebled 2 and each instance of consuming food or drink reduces the penalty by 1.

Craft Requirements The initial raw materials must include the teeth and tongue from a trollhound (*Bestiary 2* 268).

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WHIP-TONGUE SLING ITEM 10

UNCOMMON MAGICAL

Price 1,000 gp

Usage held in 1 hand; **Bulk** L

This is a *+2 striking sling* made from the neck, jaw, and tongue of a mobogo to resemble its mouth. The tongue curls around each bullet, which is thrown with the snap of your wrist. Each throw causes a small croak to echo from the sling.

Activate—Bolstering Croak ◆◆ (auditory, concentrate, emotion, manipulate, mental) **Frequency** once per day; **Effect** You raise your sling and work the handle to mimic a mobogo's croaking song. Allies within 25 feet gain a +1 status bonus to saves against fear effects for 1 round. You can Sustain this for up to 4 rounds. During this time, you can't use the sling to Strike or activate its Tongue Twister ability. After using Bolstering Croak, you can recharge it once per day by feeding the sling a number of gallons of water equal to double the number of rounds for which the Bolstering Croak was active. For example, if you activated but didn't sustain Bolstering Croak, you would require 2 gallons of water to recharge it. If you activated Bolstering Cloak and then Sustained for 1 round, you would require 4 gallons of water.

Activate—Tongue Twister ◆◆ (manipulate) **Requirements** The sling isn't loaded; **Effect** You fully unfurl the sling's tongue to grab hold of a creature within 20 feet, and attempt to move them. Attempt an Athletics check against the creature's Fortitude DC. On a success, you can move the creature up to 15 feet into any space within 20 feet of you. If you target a willing ally with this ability, you automatically succeed at the Athletics check.

Craft Requirements The initial raw materials must include the throat, tongue, and skin from a mobogo (*Bestiary 3* 170).

Guns

ALICORN TRIGGER ITEM 15

RARE MAGICAL

Price 6,500 gp

Usage held in 1 hand; **Bulk** 1

This *+2 greater striking jezail* (*Guns & Gears* 151) features a preserved alicorn horn mounted underneath the barrel. Such a horn is usually willingly granted by the creature at the end of its natural lifespan, but some wicked gunsmiths acquire the horn through violence.

Activate—Glimmer Beam ◆◆ (manipulate) **Frequency** once per day; **Effect** The *alicorn trigger* unleashes a beam of radiant light in a 60-foot line. Creatures in the area of effect take 6d6 fire damage and must attempt a DC 33 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled 1.

Failure The creature takes full damage and is blinded for 1 round.

Critical Failure The creature takes double damage and is blinded for 1 minute.

Craft Requirements The initial raw materials must include a horn from an alicorn (see page 191).

FULMINATION FANG ITEM 4

UNCOMMON MAGICAL

Price 115 gp

Usage held in 2 hands; **Bulk** 2

The stock and barrel of this *+1 striking gun sword* (*Guns & Gears* 158) are lined with scales from a storm snake. Their insulating properties grant their wielder some protection against electricity.

Activate—Lightning Rod ↷ **Trigger** You take electricity damage; **Effect** You gain resistance 5 to the triggering damage, and the *fulmination fang* crackles with the absorbed energy. You can Interact to change between the gun sword's current usage (melee to ranged, or ranged to melee). The next melee Strike you make with the *fulmination fang* within the next minute deals an additional 1d6 electricity damage. After a minute, the absorbed energy dissipates.

Craft Requirements The initial raw materials must include the scales of a storm snake (see page 185).

HOWLER PISTOL ITEM 10

RARE MAGICAL

Price 1,100 gp

Usage held in 1 hand; **Bulk** 1

Designed by a gunsmith as a personal challenge, a *howler pistol* strikes a miniature version of the *sonic horn* (see page 117) siege weapon's resonating orb with its hammer to generate beams of sonic energy. A *howler* pistol is a *+1 striking dragon mouth pistol* (*Guns & Gears* 151) that deals sonic damage instead of piercing damage and doesn't have the concussive trait.

Activate—Resonant Shatter ◆◆ (manipulate) **Frequency** once per day; **Requirements** The *howler pistol* is loaded; **Effect** You over-torque the *howler pistol*'s hammer to strike the resonating orb harder than normal. The gun fires a concentrated burst of sonic energy that shatters a nearby stone or rock surface, creating a 10-foot burst at a point of impact within the gun's first range increment. Creatures in the area take 5d6 piercing damage (DC 27 basic Reflex save).

Craft Requirements The initial raw materials must include the powdered horn from a soniphak (see page 141), processed into a resonating orb.

HYDROCANNON ITEM 5

UNCOMMON MAGICAL

Price 150 gp

Usage held in 1 hand; **Bulk** 1

This *+1 striking hand cannon* (*Guns & Gears* 151) is crafted by wrapping the water-producing organ cluster of a grodair around its barrel, eliminating the need for ammunition, though the living tissue must be maintained with 1 sp of specialized nutrient feed each day. If not, its misfire check is DC 10. If you fail this misfire check, the organ bursts, dealing an amount of bludgeoning damage equal to double the number of weapon damage dice to you and rendering the *hydrocannon* broken.

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Activate—Tinker Shot ❖❖ (manipulation) **Frequency** once per minute; **Effect** You fiddle with the pressure regulator on the *hydrocannon* and then make a ranged Strike with the gun. A successful attack has an additional effect depending on which modular configuration the *hydrocannon* is currently in.

- **Bludgeoning** The target is pushed 5 feet away from you; this forced movement is increased to 10 feet on a critical hit.
- **Piercing** The target takes a –10-foot circumstance penalty to its Speeds for 1 round.
- **Slashing** The target takes 1d6 persistent bleed damage.

Craft Requirements The initial raw materials must include the extradimensional organ cluster extracted from a grodair (*Bestiary 2* 140). Harvesting the organs of a grodair in this way differs greatly from the normal method; it takes an hour and a successful DC 22 Arcana check. On a critical failure, the organ cluster bursts and deals 4d6 bludgeoning damage to the harvester.

LEYDROTH SPELLBREAKER ITEM 17

RARE MAGICAL

Price 15,000 gp

Usage held in 2 hands; **Bulk** 2

The larynx of a leydroth, a dangerous creature whose roar can unravel magic, is integrated into the firing mechanism of this *+3 greater striking blunderbuss* (*Guns & Gears* 151).

Activate—Dispelling Blast ❖❖ (manipulate) **Frequency** once per day; **Effect** The *leydroth spellbreaker* emits a 30-foot cone of dispelling energy. Attempt a single counteract check at +25 against each spell or magical effect in the area, plus one item or effect on each creature in the area, with the effects of *dispel magic*.

Craft Requirements The initial raw materials must include the larynx of a leydroth (*Bestiary 2* 163).

NIGHTMARE'S LAMENT ITEM 6

UNCOMMON MAGICAL

Price 230 gp

Usage held in 1 hands; **Bulk** 1

Ritually constructed from the bones of a nightmare, a *nightmare's lament* is a *+1 striking rapier pistol* (*Guns & Gears* 158). Thin wisps of dark smoke continually surround the red-flecked blade.

Activate—Fuming Cloak ❖❖ (manipulate) **Frequency** once per day; **Effect** For 1 minute, the *nightmare's lament* continually vents thick, black smoke that creates concealment in a 15-foot aura around the gun's wielder. The wielder of the *nightmare's lament* can see through this smoke. A creature that begins its turn in the area becomes sickened 2 (DC 23 Fortitude negates) and is then temporarily immune to the sickness from the smoke for 1 minute. The wielder of the *nightmare's lament*, any creature currently holding its breath (or that does not need to breathe), and any creature immune to poison are immune to the aura's sickened effect but not the concealment.

Craft Requirements The initial raw materials must include the rib bones and inner fire of a nightmare (*Monster Core* 238).

Beast Gun Ammunition

Beast guns aren't loaded with the same bullets or powder as regular firearms, but many do still use ammunition. Most use specially designed rounds that come in packs of 10 that cost 1 sp and have light Bulk. The two weapons presented here that work differently are the *howler pistol*, which doesn't use ammunition, and the *hydrocannon*, which produces its own ammunition if kept fed.

Held Items

ARACHNOLUTE ITEM 11

UNCOMMON MAGICAL

Price 1,300 gp

Usage held in 2 hands; **Bulk** 1

The strings of this spider-shaped lute are made from the webbing of a goliath spider and the tuning pegs are crafted from the spider's spinnerets. An *arachnolute* grants you a +2 item bonus to Performance checks while playing music with the instrument.

Activate—Web Chord ❖❖ (manipulate) **Frequency** once per hour; **Effect** Sticky webbing sprays in a 30-foot cone as you strum the lute's strings. Each creature in the area of the webbing is immobilized unless it succeeds at a DC 29 Reflex save.

Craft Requirements The initial materials must include the spinnerets of a goliath spider (*Monster Core* 321), as well as a spool of its webbing.

CAUTHOOJ BAGPIPES ITEM 13

UNCOMMON MAGICAL

Price 2,600 gp

Usage held in 2 hands; **Bulk** 2

The main portion of this set of bagpipes is fashioned from the dried skin of a cauthooj, with the feathers still attached. The bird's vocal cords are crafted into the instrument's reeds. The pipes grant a +2 item bonus to Performance checks while playing music with them.

Activate—Disorienting Fugue ❖❖ (auditory, incapacitation, manipulation, mental) **Frequency** once per hour; **Effect** You play several notes on the pipes, quickly altering their pitch and tone. Each creature within a 20-foot emanation must attempt a DC 31 Will save to resist the song. Creatures that attempt this save become temporarily immune to Disorienting Fugue for 1 minute.

Critical Success The target is unaffected and its temporary immunity to Disorienting Fugue increases to 1 hour.

Success The target is unaffected.

Failure The target is confused for 1 round.

Critical Failure The target is confused for 1 round and immediately attacks itself (in the normal fashion for attacking oneself while confused). This Strike doesn't give the creature a flat check to recover from the confusion.

Activate—Throw Song ↷ (auditory, mental) **Trigger** A creature within 30 feet attempts a melee Strike against

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you or an ally; **Effect** You let loose a staccato chirp from the pipes that appears to come from somewhere else. The triggering creature must attempt a DC 31 Will save. On a failure, the creature redirects the Strike to another creature of your choice within reach of the melee Strike. If no other creatures are within range, the affected creature instead takes a –2 penalty to the Strike.

Craft Requirements The initial raw materials must include the skin and vocal cords of a cauthooj (*Monster Core* 53).

FLASH BEETLE LANTERN ITEM 3

UNCOMMON MAGICAL

Price 50 gp

Usage held in 1 hand; **Bulk** 2

This unassuming hooded lantern contains a mass of flash beetle eggs suspended in a magical solution. It sheds light on a 45-foot radius (and dim light in the next 45 feet).

Activate--Spotlight ❖ (light, manipulate, visual) **Frequency** once per day; **Effect** Flipping a concealed lever in the lantern's handle triggers a small current to pass through the solution. The eggs brighten and emit a series of brilliant flashes in a 30-foot cone. Each creature in the area of effect must attempt a DC 18 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round.

Critical Failure The creature is blinded for 1 minute.

Craft Requirements The initial raw materials must include the eggs of a flash beetle (*Monster Core* 42).

Worn Items

AMPHISBAENA HANDWRAPS ITEM 5

UNCOMMON INVESTED MAGICAL

Price 150 gp

Usage worn gloves; **Bulk** –

Your hands fit through the venomous mouths of this pair of handwraps made from amphisbaena skin. Your unarmed strikes gain the versatile P trait. *Amphisbaena handwraps* can have weapon runes etched onto them, similar to *handwraps of mighty blows*.

Activate—Twin Venom Strike ❖❖ (manipulate) **Frequency** once per hour; **Effect** Make two unarmed Strikes. Both Strikes count toward your multiple attack penalty, but the penalty doesn't increase until after both attacks. Each Strike deals an additional 1d6 poison damage.

Craft Requirements The initial raw materials must include the skin and heads of an amphisbaena (*Bestiary 3* 15).

AMULET OF THE HELLCAT ITEM 7

UNCOMMON INVESTED MAGICAL

Price 350 gp

Usage worn; **Bulk** –

This glass amulet is set on a steel backing shaped like a cage and flickers with an eerie crimson glow. Magically sealed within is a portion of a hellcat's ever-burning heart. While wearing the amulet, you gain a +1 item bonus to Stealth checks made while in bright light, and you can cast the *light* cantrip emanating from the amulet as an innate divine spell.

Activate—Invisible Pounce ❖❖ (concentrate, manipulate) **Frequency** once per day; **Requirements** You are in bright light; **Effect** You become invisible, Stride up to your speed, and then make a melee Strike at the end of that movement. After making the Strike, you are no longer invisible. If at any point during your Stride, you pass out of bright light, you are no longer invisible and must stop moving. You may make a melee Strike if you have a target within reach.

Craft Requirements The initial raw materials must include the heart of a hellcat (*Bestiary 2* 141).

DWEOMERVEIL ITEM 8

RARE INVESTED MAGICAL

Price 550 gp

Usage worn mask; **Bulk** –

This soft covering for the mouth and nose is made from the sleek fur of a dweomercat and is fastened with two gnarled teeth of the same beast. Each day during daily preparations, you must brush and oil the veil. At the conclusion of the activity, select one tradition of magic (arcane, divine, occult, or primal). You gain a +1 item bonus to all saves against magic from that tradition until your next daily preparations.

Activate—Dimension Leap ↷ (concentration, teleportation) **Frequency** once per day; **Trigger** You succeed at a saving throw against a spell from the chosen tradition; **Effect** Your veil billows out and you disappear behind it. You use the traces of dweomercat magic to teleport yourself instantly to any unoccupied square within 30 feet. If you critically succeeded at the triggering save, you can instead teleport within 45 feet.

Craft Requirements The initial raw materials must include the hide and teeth of a dweomercat (*Bestiary 2* 103).

MANTLE OF THE TIKBALANG ITEM 8

UNCOMMON INVESTED MAGICAL

Price 425 gp

Usage worn cloak; **Bulk** 1

This long hide cloak is stitched with patches of the ebony hair of a tikbalang. While wearing this cloak, you take a –2 item penalty to saves against illusions but gain a +2 item bonus to Deception checks.

Activate—Illusory Thrash ❖❖ (concentrate, illusion, manipulate, mental) **Frequency** once per day; **Effect** You wrap the mantle around your body, causing you to briefly appear much larger than you are. Make a melee Strike. This Strike deals an additional 4d6 mental damage.

Craft Requirements The initial raw materials must include the hide of a tikbalang (*Bestiary 3* 267).

ORM CHOKER ITEM 10

RARE INVESTED MAGICAL

Price 950 gp

Usage worn collar; **Bulk** L

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FULMINATION FANG



LEYDROTH SPELLBREAKER



NIGHTMARE'S LAMENT



CAUTHOOJ BAGPIPES



MANTLE OF THE TIKBALANG



HYDROCANNON

This elaborate choker is fashioned from the treated hide of a water orm. Its interior is lined with the creature's silky hair. While wearing an *orm choker*, your form blurs slightly around the edges, granting you a +1 item bonus to saving throws against detection, revelation, and scrying effects.

Activate—Watery Form ◆◆◆ (concentration, water) **Frequency** once per day; **Effect** You dissolve into liquid, appearing only as a stretch of flowing water. While in this form, you gain a swim Speed of 45 feet, you automatically succeed at Athletics checks to Swim, and you gain a +4 circumstance bonus to Stealth checks in water. However, you can't speak, use any of your other items or abilities, or enter a body of salt water while in this form. You can remain in this form for up to 1 hour, though you can return to your normal form using a single action that has the concentrate trait.

Craft Requirements The initial raw materials must include the hide and hair of a water orm (*Bestiary 2* 289).

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ALCHEMICAL ITEMS

Alchemical Tools

ANIMAL PHEROMONES ITEM 5+

ALCHEMICAL CONSUMABLE OLFACTORY

Usage held in 1 hand; **Bulk** L

Activate 1 minute (manipulate)

These chemicals convey myriad signals. Many varieties of these alchemical cocktails exist, each tailored for the unique chemistry of a specific type of animal. You can, for example, make wolf pheromones, but not pheromones that affect all animals. The pheromones don't work on creatures that are similar to the specific kind of animal, but aren't actually animals—for example, wolf pheromones don't work on werewolves. When you learn the formula for animal pheromones, you learn the formulas for all common animals. If no animals of a kind are common, you must learn the formula for it separately, and the formula has the same rarity as the least-rare creature of that kind.

You Activate animal pheromones by rubbing them on yourself or a creature within reach. The pheromones last for 24 hours or until scrubbed clean with 1 minute of work (consisting of multiple Interact actions). During this time, the pheromones exude a subtle aroma in a 15-foot radius that calms and influences the designated animals. A designated animal that ends its turn within the affected area must attempt a Will saving throw with the following effects. The animal is then temporarily immune to the pheromones for 24 hours. The effect lasts for the duration of the pheromones, even after the creature leaves the affected area.

Critical Success The animal is unaffected. It doesn't necessarily become aware of the pheromones, although intelligent animals might become suspicious if they observe others of their kind being affected.

Success The animal's attitude toward the affected creature improves by one step. If this improves its attitude to at least indifferent, it can't take hostile actions against the affected creature, though the change in attitude ends as soon as the affected creature takes a hostile action against the animal or its allies.

Failure As success, but the attitude increases by two steps.

Critical Failure As success, but the attitude increases to helpful.

Type lesser; **Level** 5; **Price** 30 gp
The DC of the save is 19.

Type moderate; **Level** 11; **Price** 300 gp
The DC of the save is 27.

Type greater; **Level** 17; **Price** 3,000 gp
The DC of the save is 35.

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Craft Requirements Provide fur or a similar tissue sample from the designated kind of animal.

AROMA CONCEALER ITEM 1

ALCHEMICAL CONSUMABLE OIL

Price 3 gp
Usage held in 2 hands; **Bulk** L
Activate 1 minute (Interact)

This oily mix of herbs and natural detergents can be applied to a creature to reduce and cover any ordinary odors they produce. The creature receives a +2 item bonus to Stealth checks to Hide or Sneak against creatures using primarily smell. This bonus also applies to the DC to Track the creature by scent. The listed amount is enough to cover one Medium or smaller creature and takes 1 minute to apply. The effect lasts for 1 hour after applying.

PHEROMONE FLARE ITEM 5+

ALCHEMICAL CONSUMABLE OLFACTORY

Usage held in 2 hands **Bulk** 1
Activate ❖❖ (manipulate)

This alchemical candle is attached to a tall pole and grounding stake. When the flare is lit, it sprays a concentrated cloud of pheromones to attract the attention of a specific kind of animal (see alchemical pheromones above). Similar to animal pheromones, when you learn the formula for a pheromone flare, you learn the formulas for all common animals.

A pheromone flare has a built-in delayed activation timer of up to 1 hour. When it's activated, the flare releases a cloud of pheromones in a 60-foot emanation that lasts for 1 hour. A strong wind reduces the emanation to 15 feet for as long as the wind lasts. Moving the flare after it has been activated ends the effect. A designated animal that enters the area must attempt a Will save with the following effects. Animals with an Intelligence modifier of –3 or higher increase the result of their save by one step.

Critical Success The animal is unaffected and temporarily immune for 24 hours.

Success The animal is unaffected but must attempt a new save every 10 minutes it remains within the area.

Failure The animal is attracted by the pheromones, following the cloud to its source. The creature becomes fascinated until it reaches the flare and spends 1 round investigating it. After this, it becomes temporarily immune for 24 hours.

Critical Failure As failure, except the fascination lasts for up to 1 hour, though the animal can attempt a new save against the effect every 10 minutes. The animal takes a –1 status penalty to this save that increases by 1 with each subsequent failure or critical failure, up to a maximum of a –3 status penalty

Type lesser; **Level** 5; **Price** 30 gp
The DC of the save is 19.

Type moderate; **Level** 11; **Price** 300 gp
The DC of the save is 27.

Type greater; **Level** 17; **Price** 3,000 gp
The DC of the save is 35.

EXPANDABLE TRAIT

An item with the expandable trait increases to a specific size when activated. Unless otherwise noted, this must space must be adjacent to you and on the ground, and the item needs to have enough open space to expand into or else the activation has no effect. When the effect ends, the expanded item disintegrates if it's a consumable or shrinks back to its normal size if it's not a consumable.

Bottled Monstrosities

HIVE MOTHER BOTTLE ITEM 8

UNCOMMON ALCHEMICAL CONSUMABLE EXPANDABLE

Price 100 gp
Usage held in 1 hand; **Bulk** L
Activate ❖❖ (manipulate)

This bottle is packed with dirt, though the shrunken corpse of an ankhrav hive mother is buried within. When you open the bottle, the effigy of a Huge ankhrav hive mother emerges, burrows up to 20 feet, and then erupts from the ground spraying acid, creating a 15-foot-by-15-foot pit that's 10 feet deep. Creatures standing in this area take 6d6 acid damage and 1d6 persistent acid damage (DC 24 basic Reflex save). A success or critical success means the creature also leaps to safety, landing in the nearest space adjacent to the pit. A failure or critical failure means the creature falls into the pit. Climbing out of the pit requires a successful DC 22 Athletics check.

Craft Requirements Supply the corpse of an ankhrav hive mother (*Monster Core* 20).

SARGASSUM PHIAL ITEM 6

ALCHEMICAL CONSUMABLE EXPANDABLE INCAPACITATION MENTAL POISON

Price 50 gp
Usage held in 1 hand; **Bulk** L
Activate ❖❖ (manipulate)

A layer of vapor swirls just below the surface of this glass container holding a large, dried heap of fungal-encrusted seaweed. You can throw the phial up to 30 feet when you Activate it. When opened or thrown, a Medium sargassum heap effigy reconstitutes to release a hallucinogenic cloud in a 15-foot emanation, forcing each creature to attempt a DC 20 Fortitude save. On a failure, a creature rolls 1d4 to determine what it is hallucinating for the next 1d4 rounds (unless otherwise noted). At the beginning of their turn, an affected creature attempts a new save.

1 The target thinks they are sinking through the floor. It falls prone and spends 1 action on its next turn flailing its limbs as if attempting to swim.

2 The target thinks an item they are holding turns into a viper. The target Releases the item and spends its next turn fleeing from it.

3 The target thinks they have shrunk to 1/10 their normal size. For 1 round, it is slowed 2, enfeebled 2, and takes a –10-foot status penalty to its Speed.

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SARGASSUM PHIAL



HIVE MOTHER BOTTLE



FROGSKIN TINCTURE

4 The target believes they are melting. It drops everything it's holding and becomes slowed 2 and clumsy 2 for 1 round.

Craft Requirements Supply the corpse of a sargassum heap (*Monster Core* 295).

TARANTULA AMPOULE ITEM 6

UNCOMMON ALCHEMICAL CONSUMABLE EXPANDABLE

Price 45 gp

Usage held in 1 hand; **Bulk** L

Activate ❖❖ (manipulate)

The dried, shrunken corpse of a giant tarantula inside this smoked glass bottle is obscured by swirling vapor and cobwebs. You can throw the ampoule up to 30 feet when you Activate it. When you open or throw the ampoule, a Large giant tarantula effigy bursts forth and lunges at one adjacent creature. If the target fails a DC 21 Fortitude save, it takes 1d10+4 piercing damage. If the target critically fails the save, it's also exposed to tarantula venom (*Monster Core* 321).

Craft Requirements Supply the corpse of a giant tarantula (*Monster Core* 321).

Elixirs

FROGSKIN TINCTURE ITEM 6

ALCHEMICAL CONSUMABLE ELIXIR POISON

Price 50 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Once you imbibe this bitter elixir, your skin exudes a toxin for 1 hour, affecting any creature that hits you with a jaws Strike or other bite attack. If you are Swallowed Whole by another creature, they are automatically exposed to the poison every round and take a –2 penalty to their saving throw against it.

Frogskin Tincture Poison (poison) **Saving Throw** DC 22 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d4 poison damage (1 round); **Stage 2** 2d6 poison damage and enfeebled 2 (1 round); **Stage 3** 3d6 poison damage, enfeebled 3, and sickened (1 round)

HYDRA MUTAGEN ITEM 13

ALCHEMICAL CONSUMABLE MUTAGEN POLYMORPH

Price 600 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

You sprout a second head, increasing your awareness, intuition, and cognitive ability but also causing your physical capabilities to be impaired as both minds struggle to control a single body.

Benefit For 10 minutes, you gain all-around vision and a +3 item bonus to all Intelligence- and Wisdom-based skill checks. Once during the mutagen's effect, if you fail or critically fail a Will saving throw against a mental effect, you can treat the result as one degree of success better.

Drawback You are clumsy 1 for 10 minutes.

OMMATOPHORIC MUTAGEN ITEM 7

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Price 65 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your eyes bulge from their sockets and extend upwards from your head on long, prehensile stalks, greatly enhancing your eyesight and field of view but leaving you unable to close your eyes, increasing your vulnerability to harmful visual effects.

Benefit You gain all-around vision, a +2 item bonus to visual Perception checks, and low-light vision if you don't already have it. These effects last for 1 minute.

Drawback For 1 minute, you take a –2 penalty to saving throws against effects that have the visual trait.

PALLESTHETIC MUTAGEN ITEM 9

UNCOMMON ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Price 150 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

You gain unparalleled sensitivity to the tiniest of vibrations through solid surfaces and even the very air around you, but your eyes become useless.

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Benefit For 1 minute, you gain precise echolocation out to 40 feet, imprecise tremorsense out to 60 feet, and a +2 item bonus to Perception checks using either of these senses.

Drawback You are blinded for 1 minute.

VIPEROUS ELIXIR ITEM 5+

ALCHEMICAL CONSUMABLE ELIXIR MORPH POISON

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

Your teeth elongate into fangs with grooves that can channel a deadly venom. You gain a fangs unarmed attack that deals 1d6 piercing damage, unless you already have an unarmed bite attack that deals more damage. You gain the listed item bonus to unarmed attack and damage rolls when you Strike with your fangs or another bite attack.

Type lesser; **Level** 5; **Price** 25 gp

The bonus is +1 item, your fangs inflict black adder venom (*GM Core* 248), and the duration is 1 minute or until you hit and deal damage with your fangs, whichever comes first.

Type moderate; **Level** 8; **Price** 85 gp

The bonus is +2, your fangs inflict giant scorpion venom (*GM Core* 249), and the duration is 10 minutes or until you hit and deal damage with your fangs twice, whichever comes first.

Type greater; **Level** 11; **Price** 225 gp

The bonus is +3, your fangs inflict wyvern poison (*GM Core* 250), and the duration is 10 minutes or until you hit and deal damage with your fangs three times, whichever comes first.

Poisons

ESSENCE OF MANDRAGORA ITEM 4

ALCHEMICAL CONSUMABLE INJURY POISON

Price 20 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

This poison is extracted carefully from a mandragora's thorny vines in a process that, due to the mandragora's humanoid form, eerily mirrors drawing blood.

Saving Throw DC 21 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 1d6 poison damage, confused, and stupefied 1 (1 round); **Stage 3** 2d6 poison damage, confused, and stupefied 1 (1 round)

SPORTLEBORE CAPSULE ITEM 7

ALCHEMICAL CONSUMABLE INGESTED POISON

Price 70 gp

Usage held in 1 hand; **Bulk** L

Activate ❖ (manipulate)

This tiny capsule of soluble material is filled with a flavorless clear powder mixed with thousands of microscopic eggs laid by insidious parasites known as sportlebores. If the capsule or its contents are swallowed by an unwitting victim, the eggs rapidly hatch inside their unfortunate host, causing great abdominal pain. The target can't recover from the poison's enfeebled or sickened condition except by magic. After stage 3, the target returns to stage 1, but if it progresses to stage 3 a second time, the damage is doubled.

Saving Throw DC 22 Fortitude; **Onset** 1 minute; **Maximum Duration** 6 minutes; **Stage 1** sickened 1 (1 minute); **Stage 2** enfeebled 1 and sickened 1 (1 minute); **Stage 3** 4d6 bludgeoning damage (DC 23 basic Fortitude save) and enfeebled 2 as the affected target painfully vomits (1 minute)

TATZLWYRM'S GASP ITEM 2

ALCHEMICAL CONSUMABLE INHALED POISON

Price 6 gp

Usage held in 2 hands; **Bulk** L

Activate ❖❖ (manipulate)

Brave alchemists take great care to capture a tatzlwyrm's poisonous vapor in small vials, typically through a system of compressors that can concentrate their exhalations.

Saving Throw DC 15 Fortitude; **Maximum Duration** 3 rounds; **Stage 1** sickened 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 1 (1 round); **Stage 3** 4d6 poison damage and enfeebled 1 (1 round)



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ADVENTURING GEAR

These items assist adventurers who travel through the wilderness.

Animal Blind: Simple blinds consist of a series of poles with a cloth to cover them. The cloth covering is styled to represent the natural surroundings such as green and brown leaf and wood patterns for forests, or gray rocks for underground environments. This cloth is either sheer enough to be seen through on one side, or sometimes has small slits cut in it, allowing someone behind it to see what is going on outside while remaining hidden. While not the most convincing camouflage, it's good enough to fool many animals and creatures with lower intelligence.

Animal blinds take 1 minute to set up. Up to two Medium creatures or one Large creature may use the blinds at the same time. You can Take Cover behind the blind to gain standard cover. If the environment matches the terrain depicted on the blind, your circumstance bonus on Stealth checks to Hide increases to +4.

Portable animal blinds were originally used for hunting fowl, but resourceful adventurers quickly realized the many possible applications for them. Portable blinds are made of a wooden frame with camouflage material stretched over them, resembling a large kite. A hole in the center allows for a one-handed ranged weapon to be fired without obstruction. A single person can use the Take Cover action while carrying a portable blind. When you do so, you gain a +2 circumstance bonus to Stealth checks to Hide instead of the normal benefits of standard cover.

Animal Call: Animal calls are often whistles or similar devices that imitate the calls of animals. Each call is for a specific type of animal, such as a duck or bear. When you use the call, it gives you a +1 item bonus to Command an Animal, provided the animal is of the type as the call. You also do not take a circumstance penalty when attempting to Demoralize that animal for not sharing a language.

Atmospheric Breathing Suit: A combination of waterproof leather, durable glass, and a system of copper tubes allows aquatic creatures who wear this suit to be able to spend time on land. They're custom-tailored to fit a wide variety of body types and needs. Part of the system of tubes is set up in a way to allow the wearer to speak and hear as well as they normally would with creatures outside the suit. Water, either fresh or salt, is kept moving throughout the system to keep the wearer moisturized. The moving water allows for easier flow to the gills or breathing apparatus of the creature. It also means that the water will slowly run out. Each suit must be refilled with the proper type of water for a creature every 24 hours. It takes 2 gallons of water to refill a suit.

ADVENTURING GEAR

Item	Price	Bulk	Hands
Animal blind	5 gp	2	2
Portable animal blind (level 2)	20 gp	1	1
Animal call	5 sp	–	1
Atmospheric breathing suit (level 3)	100 gp	2	–
Catch pole	2 gp	1	2
Giant catch pole (uncommon, level 3)	50 gp	2	2
Superior catch pole (level 4)	80 gp	1	2
Clothing			
Desert	4 sp	L	–
Field guide (uncommon)	10 gp	L	1
Flower press	6 sp	1	2
High-contrast goggles (uncommon, level 4)	80 gp	–	–
Oilskin pouch	5 sp	L	–
Pelagic helmet	5 gp	1	–
Sifting pan	3 sp	L	2
Supramarine chair	5 sp	2	see text
Land-delver's chair	5 gp	2	see text
Tracking tag (uncommon)	1 sp	–	–
Trundle wheel	1 gp	1	1

Catch Pole: This sturdy pole has a rope attached to one end in a loop with the other end extending to the handle. You can pull the handle side of the rope to tighten the loop. Using this loop, you can Grapple without having a free hand. A creature grappled this way receives a –2 circumstance penalty to attack rolls when Striking with an unarmed attack. Due to limitations in the size of the loop, a catch pole can only be used on creatures sized Medium or smaller.

A giant catch pole is made from thicker steel and heavier rope. It functions the same as a catch pole but can be used to Grapple creatures up to your normal size limit. However, the implement is so ungainly that you are clumsy 1 while wielding it.

A superior catch pole has a pole made of dawnsilver, and the loop at the end is silk rope, making it sturdier and more agile. It functions the same as a catch pole but gives you a +1 item bonus to Athletics checks made to Grapple with it.

Clothing: Desert clothing is made up of loose-fitting, light, breathable clothes that protect your head and body from the sun and allow you to cool off easily. They allow you to negate the damage from severe environmental heat and reduce the damage from extreme heat to that of severe heat. This effect is negated if the clothing is worn with any armor, except armor that is especially cooling at the GM's discretion.

Field Guide: This book contains illustrations and information on edible and dangerous plants. Most field

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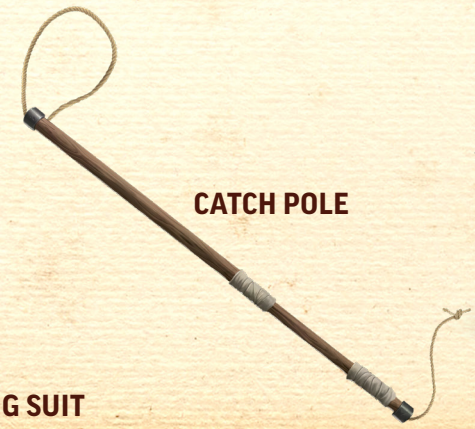
ATMOSPHERIC BREATHING SUIT



CATCH POLE



ANIMAL BLIND

guides tend to be region specific, such as the Mindspin Mountains or Osirian desert. If you are attempting to Subsist in the field guide's region with a skill you're untrained in, consulting the book gives you a +2 circumstance bonus to the skill check.

Flower Press: A flower press resembles a book with wooden covers and straps that tighten down to apply pressure. There are individual pages for multiple plants. Pressing flowers and other plants in this way allows them to be preserved for future study or as ornamentation. It can also be used to make impressions of plants for inclusion in journals and guidebooks instead of illustrations. Most flower presses can contain a dozen or so flowers at a time, each one on a different layer.

High-Contrast Goggles: Made with a brightly colored leather strap, these goggles have a series of overlapping lenses in an array of colors spanning the spectrum of visible light. The effect of this is that every color is more vibrant and similar shades have higher contrast. This means that shapes of even similar colors tend to stand out more, allowing the wearer to see even camouflage easier.

As an Interact action, you can set the lenses to make things stand out at your current location. Until you move, you gain a +1 item bonus to Perception checks when you Seek.

Oilskin Pouch: Treated with oil and animal fats, the leather of this pouch is more resistant to water but is also stiffer. Many makers and travelers decorate their oilskin pouches with symbols of the ocean and sailing. Often used to store scrolls or other paper documents when a traveler knows they will be in an area of heavy rain or near water. While not entirely waterproof, an oilskin pouch seals with sturdy leather ties, allowing it to resist anything other than total submersion. Even completely underwater, it will protect its contents for up to 1 minute.

An oilskin pouch can protect up to 1 Bulk of items.

Pelagic Helmet: Most merfolk have no problem surfacing for a while, but constant existence in the air is exhausting and demoralizing. A clever artisan off the coast of Arcadia came up with this solution—a sturdy frame that goes on the shoulders and supports a bubble-like helmet filled with water. A mouthpiece lets the wearer speak to the outside world, and a plant-based filtration system keeps the water at the appropriate level of freshness or brackishness for the wearer. Over the years, these contraptions have spread to most of the world's oceans, though many merfolk don't use them—some find the devices just too heavy and would rather deal with the dryness. The helms are especially popular with abyssal merfolk, who tint the glass dark to protect from the too-bright surface.

Sifting Pan: A simple circular or rectangle pan with a mesh on the bottom. Often used for sifting through dirt or mud to find gold, sifting pans can be used to search for many materials, depending on the size of the holes in the mesh.

Supramarine Chair: A supramarine chair is a wheeled, water-filled bath or tank, originally designed by merfolk, for assisting aquatic people's mobility on land. A supramarine chair functions as a wheelchair (*Player Core* 293), with the heavier-duty land-delver's chair functioning as a traveler's chair.

Tracking Tag: Small and unobtrusive tags made from a durable material, often leather or hardwood, tracking tags are attached to wild animals, usually by a collar, to track their movements. They also serve as a way to let others know that someone is keeping track of this animal. Each tag is also inscribed with a unique label so individual creatures can be more easily identified among a herd.

Trundle Wheel: A trundle wheel is used to measure distance. It is a wheel attached to a handle so that it rolls along the ground. The wheel is often covered with leather or a rough metal to allow better grip on a surface and ensure it maintains traction. It's of an exact circumference, usually a yard or five feet. Each time it makes a complete rotation it makes an audible click so the user knows they have gone exactly that distance and can count the clicks to determine a longer distance traveled.

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BIG GAME SIEGE WEAPONS

Conventional weapons are sometimes ineffective against massive beasts that rampage across a countryside, crushing villages and stampeding through armies. Brave hunters looking to take down such behemoths turn to specially designed siege weapons, though these emplacements are as often used for nonlethal subdual and study as they are for hunting or combat.

More information on the operation of siege weapons and how to read their stat blocks appears on pages 72–74 of *Guns & Gears*.

ANESTHETIZING JAWS ITEM 13

RARE LARGE MAGICAL MOUNTED NONLETHAL

Price 6,000 gp; **Ammunition** spring-loaded iron jaw (25 gp, 2 Bulk)

Usage mounted; **Space** 8 feet long, 6 feet wide, 4 feet high
Crew 3; **Proficiency** martial

AC 30; **Fort** +29, **Ref** +19
Hardness 15; **HP** 160 (BT 80); **Immunities** object immunities

Communities use these large jaws to nonlethally subdue large game so it can be safely moved, treated for injury, or otherwise studied. The jaws are attached via a length of chain, which channels stunning magic into the target and aids in retrieval.

Aim ❖❖ 50 feet, minimum distance 50 feet
Load ❖❖ (manipulate) 3 times
Launch ❖ (attack, manipulate, range 250 feet, versatile B) 9d10 piercing, single target, DC 31 Reflex. On a failure, the target is also grabbed. On a critical failure, the target is restrained instead of grabbed. A target that is grabbed or restrained by the *anesthetizing jaws* is attached to the weapon by the linked chain. Until the creature Escapes the jaws, it cannot move more than 250 feet from the *anesthetizing jaws*. The Escape DC is 32.
Anesthetic Surge ❖❖ (attack, manipulate) **Requirements** The *anesthetizing jaws* have a creature grabbed or restrained; **Effect** A crew member activates the anesthetic properties of the jaws, which deals 8d12 mental damage (DC 30 basic Will) to the grabbed or restrained creature.

AQUATIC DISINTEGRATOR ITEM 15

RARE LARGE ALCHEMICAL MOUNTED

Price 12,500 gp; **Ammunition** seasplinter capsule (1,200 gp, 4 Bulk)

Usage mounted (black powder); **Space** 6 feet long, 4 feet wide, 3 feet high
Crew 2 to 4; **Proficiency** martial

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AC 30; **Fort** +32, **Ref** +18
Hardness 17; **HP** 200 (BT 100); **Immunities** object immunities
Speed 20 feet (pulled or pushed)

Originally developed as a means of deterring kaiju rampages, aquatic disintegrators are specialized cannons designed to fire capsules containing seasplinter, a compound that is harmless on land but erupts in saltwater, causing a chain reaction that devastates any beings that contain salt in their bodies (which is most creatures). While aquatic disintegrators have never put a permanent end to any known kaiju, the damage they inflict upon other marine life has generated mass outcry, with athamarus and other advocates of Golarion's oceans calling for their complete ban. Despite the controversy, these lethal weapons have found popularity on the black market with marine hunters and pirates who care little about ecological impact when it comes to battling titans of the deep.

Aim ❖❖❖ 100 feet, minimum distance 50 feet
Load ❖❖ (manipulate) 2 times, requires a successful DC 20 Athletics check
Launch ❖ (attack, manipulate, range increment 200 feet) 10d10 damage (no damage type), 30-foot burst, DC 33 Reflex. The seasplinter capsule must land in saltwater for this damage to occur. Any creature in the burst radius whose body is not in saltwater takes no damage and doesn't need to attempt a Reflex save. A creature reduced to 0 HP by this damage disintegrates into a skeleton.
Success The target takes half damage.
Failure The target takes full damage and is stunned 1.
Critical Failure The target takes double damage and is stunned 2.

BLOB PASTE PROPULSOR ITEM 8

UNCOMMON LARGE ALCHEMICAL PORTABLE

Price 900 gp; **Ammunition** blob paste (60 gp, 1 Bulk)
Usage portable, held in 6 hands; **Bulk** 5
Crew 3; **Proficiency** martial

The blob paste propulsor is a mortar with a 25-foot hose attached to a reinforced pot. The pot holds blob paste, a viscous gunk synthesized from oozes. Twin levers are attached to the top of the pot and generate sparks within when pulled, temporarily transforming the gunk into a liquid form that can be aimed with the hose and mortar. This unique ammunition, as well as the weapon used to shoot it, was originally engineered by Garundi alchemists and inventors as an unorthodox but reliable means of knocking flying pests out of the sky. In recent years, blob paste propulsors have won high praise from wildlife researchers as a non-lethal means of subduing destructive monsters and keeping them alive for study and eventual release.

Aim ❖ rotate 45°
Load ❖❖ (manipulate) 2 times
Launch ❖❖ (attack, manipulate, range increment 75 feet) Single target. If the Strike hits, blob paste immediately spreads across the target's body, weighing it down and restricting movement. The target is grabbed for 1 minute, after which the blob paste melts away. The Escape DC to break free of the blob paste is 23.

HARPOON CANNON ITEM 7

UNCOMMON LARGE MOUNTED

Price 700 gp; **Ammunition** harpoon cannon bolt (3 gp, 2 Bulk)
Usage mounted (black powder); **Space** 9 feet long, 7 feet wide, 5 feet high
Crew 3 to 5; **Proficiency** martial
AC 20; **Fort** +17, **Ref** +13
Hardness 10; **HP** 70 (BT 35); **Immunities** object immunities
Speed 15 feet (pulled or pushed)

Harpoon cannons fire bolts about 6 feet long that are attached to 200 feet of rope. Traditionally, they are used at sea to impale aquatic creatures, particularly giant squids, megalodons, and sea serpents. But these weapons can also be useful to tether land-based big game, especially those with the capability to burrow.

Aim ❖ 60 feet, minimum distance 40 feet
Load ❖❖ (manipulate) 2 times, requires a successful DC 20 Athletics check
Launch ❖ (attack, manipulate, range 200 feet) 6d12 piercing, single target, DC 22 Reflex. On a failed save, the harpoon becomes lodged in the target's body. The target can remove the harpoon with a DC 22 check to Escape or Force Open, but on a failure, the target takes 6d4 piercing damage. As long as the harpoon cannon bolt remains lodged, the target cannot move more than 200 feet away from the harpoon cannon. If the harpoon cannon bolt is embedded in a creature that isn't swimming, one member of the crew can attempt to Trip the creature by tugging on the rope if all other crew members Aid. On a failure, the bolt rips free, causing 4d4 piercing damage to the target but releasing it.

KICKBACK SPRING ITEM 7

UNCOMMON GARGANTUAN MAGICAL MOUNTED

Price 700 gp; **Ammunition** kickback charge (2 gp, 1 Bulk)
Usage mounted; **Space** 18 feet long, 5 feet wide, 7 feet high
Crew 2; **Proficiency** martial
AC 20; **Fort** +16, **Ref** +13
Hardness 10; **HP** 50 (BT 25); **Immunities** object immunities

A smaller version of the *kickback spring* was first deployed as a deterrent to keep crops safe from nuisance foragers like moose. These larger versions often line walls or other defensive points, providing a final layer of protection before a large creature would breach such areas. The *kickback spring* fires a compressed disk of rapidly expanding air at creatures, attempting to push them back and provide defenders a moment to regroup.

Aim ❖❖ 25 feet, minimum distance 50 feet
Load ❖❖ (manipulate) 2 times, requires a successful DC 22 Athletics check
Launch ❖ (air, attack, manipulate, range increment 60 feet) 6d8 bludgeoning, 15-foot cone, DC 22 Reflex. A creature that fails its Reflex save is pushed 25 feet away from the *kickback spring* as air rapidly vents from the device. On a critical failure, a creature falls prone after being pushed back.

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ANESTHETIZING JAWS | BLOB PASTE PROPULSOR | SONIC HORN

LASHTAIL ITEM 9

UNCOMMON HUGE MOUNTED

Price 1,500 gp; **Ammunition** segmented chain (4 gp, 5 Bulk)

Usage mounted; **Space** 7 feet long, 15 feet wide, 8 feet high

Crew 3 to 5; **Proficiency** martial

AC 23; **Fort** +21, **Ref** +13

Hardness 18; **HP** 64 (BT 32); **Immunities** object immunities

The lashtail is named after the segmented chain that the weapon sweeps in a horizontal arc. The chain links are thick and flat, which look somewhat like scales, and linked together to resemble a great dragon's tail. The chain is stretched against a spring-backed launcher. When released, the lashtail swings the chain outward, typically aimed to take down stampeding animals approaching on foot.

Aim ❖❖ rotate 45°

Load ❖❖ (manipulate) 3 times, requires a successful DC 26 Athletics

Launch ❖ (attack, manipulate, range increment 120 feet) 8d8 bludgeoning, 30-foot cone, DC 25 Reflex. A creature that fails its Reflex save is off-guard until the end of their next turn. On a critical failure, a creature is instead knocked prone by the chain.

MARKING POWDER CANNON ITEM 5

RARE LARGE LIGHT MAGICAL MOUNTED

Price 350 gp; **Ammunition** marking fluid canister (3 gp, 2 Bulk)

Usage mounted; **Space** 7 feet long, 4 feet wide, 3 feet high

Crew 2; **Proficiency** simple

AC 18; **Fort** +13, **Ref** +11

Hardness 8; **HP** 36 (BT 18); **Immunities** object immunities

Speed 15 feet (pulled or pushed)

The fine spray dispersed by a *marking powder cannon* outlines beasts that evade sight. This weapon was developed against creatures that use brush to hide their approach, but its application has spread to include underwater creatures and nighttime predators. The spray is an oil that shimmers orange, making it an excellent camouflage breaker. It is also used to mark targets, if multiple creatures are expected to approach simultaneously.

Aim ❖❖ 60 feet, minimum distance 30 feet

Load ❖❖ (manipulate) 2 times

Launch ❖ (attack, manipulate, range increment 100 feet) 10-foot burst, DC 19 Reflex. Creatures who fail the saving throw are coated with marking fluid, which glows with dim orange light out to 10 feet for 1 hour or until the fluid is washed off. In addition, on a failed save creatures that were undetected become hidden and affected creatures that were hidden become concealed. An invisible creature that fails its save has its invisibility negated for 2 rounds, during which time it is concealed instead of invisible. Affected creatures take a –2 penalty to Stealth checks to Hide and Sneak for as long as they are coated with marking fluid.

PHEROMONE SPRAYER ITEM 5

UNCOMMON LARGE ALCHEMICAL MOUNTED

Price 350 gp; **Ammunition** concentrated pheromone tank (30 gp, 1 Bulk), water tank (5 sp, 1 Bulk)

Usage mounted; **Space** 12 feet long, 6 feet wide, 4 feet high

Crew 2 to 4; **Proficiency** martial

AC 19; **Fort** +18, **Ref** +6

Hardness 8; **HP** 40 (BT 20); **Immunities** object immunities

Speed 15 feet (pulled or pushed)

Pheromone sprayers are used to fire mass amounts of alchemical animal pheromones (see page 108) in a more weaponized form to allow researchers an easy way to influence otherwise dangerous creatures. Like animal pheromones, the ammunition for this siege weapon must be crafted for a specific kind of animal. A pheromone sprayer consists of two large tanks mounted atop a narrow, cannon-like barrel. One of the tanks contains concentrated alchemical pheromones, while the other tank is loaded with water, which is used to dilute the pheromones to produce different effects upon launch.

Aim ❖ rotate 45°

Load ❖❖ (manipulate) 2 times

Launch ❖ (attack, manipulate, olfactory) 80-foot line or 40-foot cone, DC 20 Will. Switching between the line or cone mode takes an Interact action, which any of the crew can perform. Designated kinds of animals that fail their save experience the following effects, depending on dilution.

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- **Low Dilution** Affected creatures are stunned 2.
- **Medium Dilution** Affected creatures are fascinated by the scent of the pheromones and off-guard until the end of their next turn.
- **High Dilution** Affected creatures are slowed 1 for 1 minute.

SONIC HORN ITEM 10

UNCOMMON LARGE MAGICAL MOUNTED SONIC

Price 2,000 gp; **Ammunition** resonating orb (320 gp, 6 Bulk)
Usage mounted; **Space** 10 feet long, 5 feet wide, 5 feet high
Crew 2; **Proficiency** martial
AC 22; **Fort** +25, **Ref** +14
Hardness 12; **HP** 80 (BT 40); **Immunities** object immunities
Speed 15 feet (pulled or pushed)

This siege weapon consists of a horn-shaped nozzle, a base typically decorated with ornate musical notes, and two cranks attached to both sides of the base. Crystalline resonating orbs made from powdered soniphak horn are inserted into a compartment within the base. Once an orb is loaded and the nozzle aimed, both cranks must be turned. This causes compressors within the base to grind away at the resonating orb, crushing it and releasing the sonic energy contained within. To reduce the likelihood of these weapons causing hearing damage, horns come equipped with earplugs and colored flags to enable crew members to communicate without the need for speech.

Aim ❖❖ 40 feet, minimum distance 50 feet
Load ❖❖❖ (manipulate) 2 times. These load actions include donning earplugs and securing them during subsequent *sonic horn* firings. The earplugs impose a –2 item penalty to Perception checks involving sound, and may be removed with an Interact action.
Launch ❖ (attack, manipulate, range increment 250 feet) 6d12 sonic damage, 60-foot cone, DC 25 Fortitude. Creatures that fail or critically fail the save are also deafened for 3d6 rounds.

SEEDPOD SHOOTER ITEM 11

RARE HUGE MAGICAL MOUNTED

Price 3,000 gp; **Ammunition** enchanted seedpods (10 gp, 1 Bulk)
Usage mounted; **Space** 12 feet long, 15 feet wide, 10 feet high
Crew 3 to 6; **Proficiency** martial
AC 26; **Fort** +23, **Ref** +13
Hardness 10; **HP** 90 (BT 45); **Immunities** object immunities

A large quantity of enchanted seedpods are packed into a *seedpod shooter*'s funnel. The siege engine controls the dispersal of seedpods into the air and enhances their speed and sharpness when fired. While these seedpods naturally whistle when blown through the air, the device causes this sound to reverberate at a frequency that can cause nausea.

Aim ❖❖ 100 feet, minimum distance 50 feet
Load ❖❖ (manipulate) 2 times
Launch ❖ (attack, auditory, manipulate, range increment 300 feet) 8d12 slashing, 30-foot burst, DC 27 Reflex. A creature that fails their Reflex save becomes sickened 2.

SEISMIC AMPLIFIER ITEM 15

RARE HUGE MOUNTED

Price 13,000 gp; **Ammunition** resonance rods (25 gp, 5 Bulk)
Usage mounted; **Space** 15 feet long, 12 feet wide, 18 feet high
Crew 2 to 4; **Proficiency** martial
AC 29; **Fort** +32, **Ref** +18
Hardness 20; **HP** 140 (BT 70); **Immunities** object immunities

Seismic amplifiers are devastating underground, where they tap into the energy of nearby faults. Installing one requires drilling a steel shaft into the stone and loading it with crystal resonance rods. Breaking the rod releases the energy into a disk-like amplifier. Any creatures burrowed into ground within the burst treat the result of their Reflex save as one step worse.

Aim ❖❖ 200 feet, minimum distance 50 feet
Load ❖❖ (manipulate) 3 times, requires a successful DC 25 Athletics check
Launch ❖ (attack, manipulate, range increment 200 feet) 9d12 bludgeoning, 5-foot burst, DC 33 Reflex

TEEKDOON ITEM 1

UNCOMMON LARGE PORTABLE

Price 50 gp; **Ammunition** boulder (0 gp, 5 Bulk)
Usage portable, held in 8 hands; **Bulk** 15
Crew 4 to 6; **Proficiency** simple

While the official name of this contraption is the "portable catapult," it gained the name "teekdoon" as a reference to the weapon's initial inspiration: the diving takedowns of peregrine falcons. However, it replaces elegant dives with the brute force of falling weights that hit targets from above.

Aim ❖❖ 25 feet, minimum distance 25 feet
Load ❖❖ (manipulate) 2 times, requires a successful DC 12 Athletics check
Launch ❖ (attack, manipulate, range increment 80 feet) 2d8 bludgeoning, single target, DC 14 Reflex. A boulder launched from a teekdoon descends on a creature from above, which might affect if a creature has cover against the attack.

TRAPDOOR ACTUATOR ITEM 3

UNCOMMON LARGE MOUNTED

Price 140 gp; **Ammunition** iron rod (5 gp, 4 Bulk)
Usage mounted; **Space** 10 feet long, 4 feet wide, 6 feet high
Crew 2; **Proficiency** simple
AC 16; **Fort** +12, **Ref** +4
Hardness 5; **HP** 40 (BT 20); **Immunities** object immunities

Trapdoor actuators are designed to be well hidden (usually as part of a cliff face) and operated by small, untrained crews. Cleverly designed springs launch an iron rod from the protective wall. Typically, this level of camouflage allows the trapdoor actuator to remain unnoticed unless a creature succeeds at a DC 18 Perception check to spot it. After a launch, the trapdoor actuator's camouflage can be reset as a two-action activity.

Aim ❖❖ 25 feet, minimum distance 10 feet
Load ❖❖ (manipulate) 2 times, requires a successful DC 20 Athletics check
Launch ❖ (attack, manipulate, range increment 100 feet) 3d10 bludgeoning, single target, DC 18 Reflex

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SPELL CATALYSTS

The inherent magic of the natural world and wild expanses can often be refined into magical catalysts that improve the power of spells. Items that have the catalyst trait are consumable material spell components that alter or magnify specific spells. Activating a catalyst is part of Casting the Spell. The catalyst might increase the number of actions required to Cast the Spell, as indicated in the catalyst's Activate entry. Additionally, the spell gains the manipulate trait if it didn't already. Because the catalyst becomes part of the spell, you can draw the catalyst as part of Casting the Spell.

ALICORN HAIR — ITEM 1

CATALYST CONSUMABLE MAGICAL

Price 4 gp
Usage held in 1 hand; **Bulk** –
Activate Cast a Spell (add 1 action)

Hair shed from an alicorn's mane glows when it comes into contact with a living creature. A *stabilize* spell empowered with an *alicorn hair* allows you to target 1 additional creature.

AMPHISBAENA SPITTLE — ITEM 5

CATALYST CONSUMABLE MAGICAL

Price 21 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell

Hardened clumps of *amphisbaena spittle* can be harvested from the dual-headed snake's hunting grounds. When a casting of *web of eyes* (*Secrets of Magic* 140) is empowered with this catalyst, you can place an additional scrying sensor on the back of each target's head, in the shape of a closed snake's eye. When a target shares their vision with the others affected by the spell, the eye blinks open, preventing the target from being flanked until the start of its next turn.

BROKEN RAM'S THORN — ITEM 9

CATALYST CONSUMABLE MAGICAL

Price 150 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell (add 1 action)

The thorny growths on a rosethorn ram's horns break off into jagged pieces when these animals fight. When used to enhance the two-action version of a *howling blizzard* spell, these thorns cause the squares directly adjacent to every creature within the spell's area of effect to become littered with icy caltrops. The first creature that moves into each affected square must succeed at an Acrobatics check with a DC equal to spell's save DC or take an amount of cold damage equal to the spell's rank. When a creature takes damage from the icy caltrops, enough are damaged that other creatures moving into that square are safe.

CHAOS FALCON FEATHER — ITEM 3

CATALYST CONSUMABLE MAGICAL

Price 10 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell

When used as catalysts, *chaos falcon feathers* lend flexibility to spells that deal with elemental energy. For the duration of a catalyzed *resist energy* spell, you can Sustain the Spell on an adjacent target, touching them and changing the type of energy to which they have resistance. This reduces the remaining duration of the spell by 1 minute; if the spell has less than a minute remaining, it reduces the duration to 1 round.

DISCHORAN RUBBLE — ITEM 4

CATALYST CONSUMABLE MAGICAL

Price 18 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell (add 1 action)

Rock fragments exposed to any dischoran's sonic blasts can sometimes retain a portion of the attack's energy, trembling slightly whenever they are touched. When you cast *noise blast* using a piece of *dischoran rubble*, the cacophony reverberates through the targets' forms for 1 round. If a creature that failed or critically failed its initial saving throw moves 10 feet or more on their next turn, it takes 2d10 additional sonic damage.

HIPPOGRIFF FEATHER — ITEM 3

CATALYST CONSUMABLE MAGICAL

Price 12 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell

Tawny-colored hippogriff feathers can be up to 2 feet long. Used as a catalyst with a *ghostly carrier* spell, a single *hippogriff feather* grants the hand semicorporeal wings that increase the hand's maneuverability. The hand has a range of only 60 feet, but its increased agility grants it a +1 status bonus to its AC and Reflex saves.

KIRIN ECHO CHIME — ITEM 2

CATALYST CONSUMABLE MAGICAL

Price 5 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell (add 1 action)

The echo of kirin's song can be captured within this small glass chime, which shatters and calls up a meandering breeze of its own when rung. Adding this catalyst to a *gust of wind* spell causes any flying creatures that would be pushed by the spell's effects to be pushed 30 feet in a direction of your choice, rather than 30 feet in the direction of the spell.

KUSHTAKA RELIC — ITEM 13

CATALYST CONSUMABLE MAGICAL

Price 525 gp

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ALICORN HAIR



KIRIN ECHO CHIME



WEMMUTH TRINKET

Usage held in 1 hand; **Bulk** L
Activate Cast a Spell (add one action)

These relics come in many forms, as the only requirement is they were owned by a human who transformed into a kushtaka. Used as a catalyst for *spirit blast* against a target possessing another creature, a *kushtaka relic* attempts to banish such a spirit. A creature who fails the Fortitude save against *spirit blast* has its grasp on its possessed target weakened. The result of the possessed creature's next Will save against the possession effect is improved by one degree. A creature who is possessing another and critically fails the Fortitude save against *spirit blast* takes damage and then is banished from the body it was possessing.

OGRE SPIDER FILAMENT ITEM 1

CATALYST CONSUMABLE MAGICAL
Price 4 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell

This delicate strand of spiderweb sticks to the target of a *spider sting* spell, hampering their movement. Using this catalyst causes a creature afflicted with spider venom to become clumsy instead of enfeebled.

SILVERED MARP FUR ITEM 9

CATALYST CONSUMABLE MAGICAL
Price 110 gp
Usage held in 1 hand; **Bulk** –
Activate Cast a Spell

A marp (page 174) that gnaws on silver rather than gold grows fur tipped with silver that can be further processed into a versatile spell catalyst. A spellcaster who uses *silvered marp fur* with an *impaling spike* spell creates a silver spike rather than a cold iron one.

SKYFISHER VAPORS ITEM 5

CATALYST CONSUMABLE MAGICAL
Price 25 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell

Skyfisher vapors are only visible via their effect on a *toxic cloud* spell, or apparent lack thereof. These gases cause the conjured cloud to be as transparent as a skyfisher. The cloud is invisible, meaning it does not provide concealment, but it requires a successful Perception check against your spell DC to notice the cloud by faint distortions in the air. Your magical connection to the cloud means you always know where it is. This has no effect on its damage.

WEMMUTH TRINKET ITEM 3

CATALYST CONSUMABLE MAGICAL
Price 12 gp
Usage held in 1 hand; **Bulk** L
Activate Cast a Spell (add 1 action)

The baubles wemmuths use to lure victims to their hunting grounds are dangerous to retrieve and often stained by blood. One of these trinkets covers the plant matter created by *entangling flora* with blood-drinking thorns. Creatures who fail or critically fail their Reflex saves against *entangling flora* also take piercing damage equal to the spell's rank.

WITCHWARG FUR ITEM 7

CATALYST CONSUMABLE MAGICAL
Price 52 gp
Usage held in 1 hand; **Bulk** –
Activate Cast a Spell

The pelt of a witchwarg stays cold long after it leaves the creature's body. A tuft of this fur can freeze a *fire shield* spell into solid ice, inverting its usual effects. The spell's fire trait is replaced with the cold trait, you gain resistance to fire damage and environmental heat effects (instead of cold effects), the shield is immune to cold damage instead of fire damage, and its Hardness is halved against fire effects. The damage you deal to creatures that touch you or hit you with a melee or unarmed attack has its type changed to cold.

WOLLIPED FLEECE ITEM 1

CATALYST CONSUMABLE MAGICAL
Price 4 gp
Usage held in 1 hand; **Bulk** –
Activate Cast a Spell (add one action)

A small bundle of *wolliped fleece* contains the memory of winter snows. Adding this catalyst to a casting of *chilling spray* (*Player Core 2* 242) coats all squares within the area of effect with a thin layer of ice. These squares become difficult terrain until the beginning of your next turn.

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Golarion's Menagerie

Our adventure was full of incredible beast encounters, but one experience during the first few months of our travels was particularly enlightening.

The day started like any other. The crew was as busy as ever, and I had been working with Charikleia to create some illustrations of small water animals I wanted to document. As I was remarking on the exquisite webbing of a creature's limbs, Lythea stopped a song I hadn't even noticed and yelled for me. I went running toward her.

As she handed me a spyglass, she noted never seeing incredible creatures like this before. I was quite unsure what excited her, for as I looked through the spyglass, I could only find dinosaurs. But of course, not everyone grows up in proximity to these beings as I did! One in particular caught my eye as it had much more distinct spinal grooves—it must have been the eldest, making it the herd's leader.

We set down a healthy distance away to avoid spooking the herd. We climbed stealthily down the gangway, our backs heavy with packs full of fruits to entice the (hopefully) gentle giants into trusting us. Chari followed close behind me as I led the way. Grefu and Telero stayed on board to protect the ship, should anything approach it with more than just curiosity.

I felt my heartbeat thundering in my ears as we trekked. It was both terrifying and awe-inspiring to watch these beautiful lizards get larger and larger with every step we took. Now only fifty feet away, I was able to take in the scene before me: a sparkling cerulean pond, glittering in the sunlight and surrounded by bright pink and yellow flowers. The tiniest of dinosaurs, which I recognized as compsognathuses, were drinking and splashing in the water. Tall, leafy trees only fifteen feet from the pond were being ravaged by the hungry brontosauruses and even a long-clawed therizinosaurus.

Herbivores! I chuckled, and the group with me seemed to collectively let out their held breath. "We can be at ease, everyone. These creatures should not harm us if we do not pose a threat." I began to take fruit out of my satchel as I related the basic advice from field guides: make sure you have food as a distraction should one approach you; do not interact with any hatchlings or juveniles, lest the mother deem you a threat; and don't feel the need to approach if you are too anxious. Observation is just as important as interaction.

I decided to approach the grazing brontosauruses first. Although I'd never before had the joy of approaching one so closely, I was very familiar with this long-necked species. I motioned for Chari to follow me and she retrieved her journal from the bag and began sketching an image of the dinosaur, using a drawing of me in the corner of the page as a scale.

Charikleia finished her drawing and motioned to me that she would move on to something else. I nodded my approval and turned back to watch the gigantic lizards as they continued to graze. Caught up in my observation, I was writing furiously about jaw movements when I heard a deafening *BOOM*. A gust of air on my neck was the only warning I received that a leg was plummeting my way! I barely leaped out of the way in time, but I dared not turn my back on what I was witnessing: two of the brontosauruses were engaged in a conflict. I recalled from my studies that this type of scuffle was common among wild brontosauruses. I scrambled to my feet, eager to rejoin my crew and discuss what had occurred. They were wide-eyed from what had to be a mixture of fear and disbelief, and I was sure my face mimicked theirs. Dr. Pom, who had chosen to stay where she was and observe from afar, stood with her mouth agape as she checked me over for injuries.

I figured we'd had enough excitement for the day, but as per usual, my curiosity got the better of me; I had yet to observe the compsognathuses. This was my first mistake. As I moved closer to them, they did not scurry away like I'd discovered them getting into the garbage; instead they crowded me, curious as to what I was and pecking at my clothes and bags.

They made a skittering noise, and a few started nipping at each other and moving deeper into the pond. There was one in particular that was not so erratic in its movements and caught my attention. Pulling out a new piece of fruit, I carefully offered it to the creature. This was my second mistake. At the smell and sight of food, all the curious lizards ran toward me in a terrifying swarm of skinny appendages and large heads. It was at this point that I recalled an important fact about the compsognathuses: they were omnivorous.

I panicked. I dropped the fruit, dumped out my satchel in hopes it would distract the swarm, and tried to flee. One of their ranks nearly tripped me with its lashing tail as it pounced on the fruit, and another found purchase on my arm with its teeth. Shouting with surprise, adrenaline, and pain, I dashed back to my crew with a single-minded haste. Fortunately for me, the compsognathuses decided the fruit was more interesting than a pursuit.

When we had all reached a safe distance, Dr. Pom immediately asked me to sit so she could look me over. I was happy to rest as all the excitement had made me very dizzy—but even as I sat, the dizziness did not subside. I passed out a second later from the venom pumping through my veins. I still sometimes scold myself for forgetting that *very* important tidbit about our ferocious friends.

The following pages detail some of the marvelous creatures we encountered. Heed my warning, dear reader: be curious—but also wise in the risks you take.

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CREATURE ADJUSTMENTS

When you need to add a new twist to an existing creature or represent a close, but unique relative of another existing creature, consider using the following adjustments to quickly add thematic abilities. The elite and weak adjustments, which first appeared in *Monster Core*, are also repeated here for convenience.

As with any adjustments, these changes are meant to be fast and easy, but not comprehensive. It's best to review whether the adjustments cause unintended consequences in combat. For example, many fire elementals have a weakness to water effects, so applying the amphibious adjustment to them would require adjusting their other abilities even further. On the other hand, the winged adjustments could cause a creature with powerful ranged attacks to become quite problematic for PCs or even impossible to face, especially at low levels of play.

Amphibious Adjustments

An amphibious creature has adapted to live both on land and in water.

- Add the amphibious trait. If the creature has the aquatic trait, remove it.
- Add Athletics with a modifier equal to the creature's highest skill modifier.
- If the creature doesn't have a swim Speed, add a swim Speed equal to half its land Speed (minimum 15 feet).
- If the creature doesn't have a land Speed, add a land Speed equal to half its swim Speed (minimum 15 feet).
- Add the following abilities:

Low-light Vision

Drag Along ❖ **Requirements** The amphibious creature's previous action was a successful melee Strike; **Effect** The amphibious creature Strides or Swims 10 feet away from the target. The target moves the same direction and distance as forced movement.

Elite Adjustments

Sometimes you'll want a creature that's just a bit more powerful than normal so that you can present a challenge that would otherwise be trivial or show that one enemy is stronger than its kin. To do this quickly and easily, apply the elite adjustments to its statistics as follows:

- Increase the creature's level by 1; if the creature is level –1 or 0, instead increase its level by 2.
- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

Frostbound Adjustments

A frostbound creature grew in a harsh, freezing environment, such as a frigid tundra or a region of magical winters, and can better handle cold weather.

- Add a resistance to cold and a weakness to fire, value dependent on the creature's level (see table below).
- Add the following abilities:

Freezing Adaptation The creature treats environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

Winter Senses The creature ignores concealment caused by ice or snow.

Arctic Steps The creature ignores uneven ground and difficult terrain caused by ice and the difficult terrain caused by snow (reducing greater difficult terrain from ice or snow to ordinary difficult terrain).

Snow Spray ❖ **Requirements** The creature is standing on or adjacent to loose snow; **Effect** The frostbound creature kicks up the snow, becoming concealed to all creatures that are not adjacent to it until it moves or the end of its next turn.

Level	Resistance/Weakness
3 or lower	3
4–8	5
9–13	10
14+	15

Miniature Adjustments

A miniature creature is much smaller than others of its kind, often small enough to fit in the palm of a hand or keep in a small terrarium instead of large habitat.

- Reduce the creature's size to Tiny.
- Reduce the reach of the creature's lowest-reach melee Strikes to 0 feet. If it has melee Strikes with notable reach (often a tail, tentacle, or similar long appendage), reduce the reach of these Strikes to 5 feet.
- Add Stealth with a modifier equal to its highest skill modifier.
- Add the following abilities:

Scamper Underfoot ❖❖ **Effect** The creature Strides twice. It can pass through the space of creatures larger than itself during this movement, and its movement does not trigger reactions.

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Sandbound Adjustments

A sandbound creature grew in a harsh, blistering environment, such as a sweltering desert or even near a volcano's caldera, and can better handle hot and dry weather.

- Add a resistance to fire and a weakness to cold, value dependent on the creature's level (see table below).
- If the creature doesn't have a burrow Speed, add a burrow Speed equal to half its fastest speed.
- Add the following abilities.

Efficient Metabolism The creature can go 10 times as long as normal before it's affected by starvation and thirst. (*GM Core* 43).

Scorching Adaptation The creature treats environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

Desert Steps The creature ignores uneven ground and difficult terrain caused by sand (reducing greater difficult terrain from sand to ordinary difficult terrain).

Sand Burst ❖❖ Requirements The sandbound creature is burrowed in loose sand or earth; **Effect** The creature Burrows twice, then makes a melee Strike. If it was undetected at the start of its movement, it remains undetected until after the attack.

Level	Resistance/Weakness
3 or lower	3
4–8	5
9–13	10
14+	15

Twinned Adjustments

A twinned creature has grown a second head either due to a strange mutation, exposure to transformative magic, a truly unfortunate alchemical reaction, or simply by random chance. This additional head acts independently and could quite possibly have an entirely unique personality, depending on the intelligence of the creature. The creature gains the following abilities.

Independent Brains Each of the twinned creature's heads rolls its own initiative and has its own turn. Neither head can Delay. At the start of a head's turn, that head gets 2 actions and 1 reaction. Each brain can control the creature's body normally. Taking damage equal to half its hit points or any ability that would sever a twinned creature's head (such as the *vorpal* weapon property) destroys one head and causes the twinned creature to lose the turns, actions, and reactions of the severed head. Mental effects that target a single creature affect only one of the creature's heads.

Gnaw Free ↷ Trigger The twinned creature's other head attempts to Escape; **Effect** This head bites its grappler or restraints to help the other head break free. The twinned creature gains a +2 circumstance bonus to its Escape check.

Reactive Strike ↷ (*Monster Core* 359)

Weak Adjustments

Sometimes you'll want a creature that's weaker than normal so you can use a creature that would otherwise be too challenging or show that one enemy is weaker than its kin. To do this quickly and easily, apply the weak adjustments to its statistics as follows.

- Decrease the creature's level by 1; if the creature is level 1, instead decrease its level by 2.
- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath weapon), decrease the damage by 4 instead.
- Decrease the creature's HP based on its starting level (see the table below).

Starting Level	HP Decrease
1–2	–10
3–5	–15
6–20	–20
21+	–30

Winged Adjustments

Some creatures adapt by growing wings.

- Add Acrobatics with a modifier equal to its highest skill modifier.
- Add a fly Speed equal to its highest Speed.
- Add the following abilities.

Dropping Dodge ↷ Requirements the winged creature is flying; **Trigger** An enemy targets the winged creature with a Strike; **Effect** The winged creature folds its wings and drops to avoid the hit at the last second. The winged creature gains a +2 circumstance bonus to AC against the Strike. After the Strike resolves, the winged creature drops 15 feet. Even if it is stopped by the ground, it doesn't take falling damage.



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THE SPOOKED PROFESSOR

The Professor's kind of a greenhorn sometimes, always spooked by the smallest thing. "Telero, you're too close to the cliff!" "Telero, the shuttle's going too fast!" "Telero, those berries are toxic!" I saw him stop dead in his tracks the other day 'cause he saw a hare, of all things. Can you believe it?

Almiraj

An almiraj closely resembles a yellow hare in almost all ways... except for the 2-foot-long black horn jutting from its forehead. Though it shares this trait with the docile unicorn, that's where their similarities end. Almirajes are vicious creatures, known to slaughter much larger cattle and, in times of desperation, people. Its stare is said to send even the bravest warrior running for their life.

Unlike common hares, almirajes are solitary and intensely territorial. They're adaptable ambush hunters with the stamina and speed to chase down any prey. They attack with their jaws and claws but are primarily known for trying to gut their prey with a vicious stab from their horn. Many scholars believe that the terrifying magical aura the creatures exude originates from their horns. This line of thinking has led to an increase in almiraj attacks as local citizens try to capture the creature alive and remove the horn, hoping this will turn it into a more docile hare. These hopes have not proven fruitful, as an almiraj is just as aggressive, if not more so, after their horn has been removed.

Adventurers often think themselves lucky if they manage to avoid the terrifying horn of this ferocious predator, but it's a much better alternative than being caught in its jaws. Almirajes have a nasty habit of grabbing their prey and vigorously shaking them until they go limp. If this fails, they'll drag their prey underground until they suffocate deep in the earth. Few have ever escaped the burrow of an almiraj.

ALMIRAJ — CREATURE 4

UNCOMMON | SMALL | ANIMAL

Perception +14; tremorsense (imprecise) 40 feet
Skills Athletics +13, Stealth +10, Survival +8
Str +5, **Dex** +3, **Con** +4, **Int** –4, **Wis** +0, **Cha** +3

AC 20; **Fort** +14, **Ref** +11, **Will** +8
HP 63

Frightful Presence (aura, emotion, fear, mental) 5 feet, DC 22. Creatures that critically fail are also fleeing for 1 round.

Reactive Strike ↷ Horn only. Fleeing creatures take an additional 1d6 persistent bleed damage. On a critical hit, the target is knocked prone.

Speed 35 feet, burrow 25 feet
Melee ❖ horn +13, **Damage** 2d8+7 slashing
Melee ❖ jaws +13, **Damage** 2d6+7 piercing plus Grab
Melee ❖ claw +13 (agile), **Damage** 2d4+7 slashing

Final Shake ❖ **Requirements** The almiraj has a creature grabbed; **Effect** The almiraj clamps its jaws down on the creature and shakes it vigorously, attempting to finish it off. The creature takes 2d6 bludgeoning damage and must succeed at a DC 20 Fortitude save or become enfeebled 1. Small or smaller creatures take a –2 circumstance penalty to their save.

Goring Charge ❖❖ The almiraj lowers its head and moves with ferocity toward its selected prey. The almiraj Strides twice. If it ends its movement within melee reach of at least one enemy, it makes a horn Strike against that enemy. This Strike deals an additional 1d6 persistent bleed damage.

Into the Earth ❖ **Requirements** The almiraj has a Medium or smaller creature grabbed; **Effect** The almiraj attempts to flee with its meal, burrowing into the ground. The grabbed creature must succeed at a DC 20 Reflex save or be dragged beneath the ground as the almiraj Burrows up to its Speed. If the target succeeds at its save, it Escapes and the almiraj continues burrowing as normal; if it fails, the grabbed creature must hold its breath or begin suffocating under the dirt.



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Apothecary Bee

These giant bees feed on the nectar of medicinal herbs and magical flowers, naturally processing the liquid into syrupy-sweet potions. Depending on the precise diet of the apothecary bees, they can produce a wide variety of potions, storing any excess in the waxy cells lining their nest. Apothecary bee workers are about a foot long, with yellow and black stripes. While carrying a potion, the bee's abdomen visibly swells and often changes color to match the potion within.

The value of the apothecary bees' potions has led to numerous attempts at domestication, a dangerous, expensive dream with both high risks and high rewards. Once a magical garden has been established, apothecary beehives tend to become self-sustaining. Beekeepers can potentially guide their cultivation, but they're no longer necessary for the hive's survival. Some ancient, long-abandoned gardens still grow along the Sphinx River in Osirion, where many apothecary bees prowl for flowers that meet their standards. Upon their most recent dig to the surface, surki communities quickly began the process of "trading" with the bees, establishing habitats and using their natural magic sense to better tend the massive fields a large hive needs. Miflits, on the other hand, often end up absorbed into the bees' social structure.

The potions a hive produces vary from season to season, depending on what flowers are available. Beekeepers have made strides in creating gardens that yield specific potions and have even developed harvesting techniques that increase potion effectiveness. These techniques are valuable, closely guarded secrets, but even defective potions with cursed results have found use among the followers of Calistria and Norgorber.



APOTHECARY BEE CREATURE 7

TINY ANIMAL

Perception +15; darkvision, potionsight (precise) 60 feet
Skills Acrobatics +17, Stealth +17, Thievery +15
Str +1, **Dex** +6, **Con** +3, **Int** –4, **Wis** +2, **Cha** +2
Items *moderate healing potion*

Internal Cauldron With an appropriate diet, an apothecary bee will create a potion of 6th level or lower every two weeks. Most often, this is a *moderate healing potion*. Each apothecary bee can store only one completed potion at a time. Unused potions can generally be harvested from an apothecary bee with a successful DC 23 Nature or Survival check.

Potionsight Apothecary bees' complex eyes let them see the auras of magical potions and instinctively identify potions of their level or lower. These auras are visible through mundane containers, though their eyes have no special ability to perceive or identify non-magical solutions, such as alchemical elixirs.

AC 25; **Fort** +14, **Ref** +19, **Will** +13
HP 115; **Weaknesses** smoke susceptibility

Smoke Susceptibility An apothecary bee is slowed 1 if it starts its turn in heavy smoke.

Speed 10 feet, climb 10 feet, fly 50 feet

Melee ❖ stinger (magical, poison) +19, **Damage** 1d4+4 piercing plus 3d6 poison

Drain Potion ❖❖ (manipulate) **Requirements** The apothecary bee has no stored potions; **Effect** The apothecary bee slurps up a potion within its reach, storing it internally. A creature can attempt a DC 25 Reflex save to protect a potion in its possession.

Ingest Potion ❖ The apothecary bee consumes the potion it has stored in its body. If the potion has the healing trait, the apothecary bee heals for the maximum amount.

Inject Potion ❖ (manipulate) The apothecary bee injects its stored potion into a willing creature within its reach. This deals 1 piercing damage and grants the recipient the normal effects of drinking the potion.



BEE GOURMANDS

apothecary bees are fascinating

they create tasty potions more efficiently than our best brewers

also baranthet keeps saying i need to use a thing called punctuation but that makes no sense

why would i put symbols in my writing when i dont say symbols when i talk

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The Eye of the Basilisk

In a curious inversion of the way a spider softens up its prey with digestive juices before beginning to eat, a basilisk turns its prey to stone before consumption. Similar to cockatrices and gorgons, who also petrify their prey before eating, basilisks prefer petrified flesh to all other forms of nourishment. Beyond this, the diet of these creatures diverge. While gorgons can graze on raw stone but not digest unpetrified organic material, the others seem capable of eating unpetrified flesh but not stone that they didn't create themselves. No, in this regard basilisks are closer to the cockatrice in that they seem to exclusively eat creatures they've petrified, and usually right after they have done it.

Even beyond their diet, much of the evidence suggests a relationship between basilisks and cockatrices. Both are curiously unable to petrify weasels and ferrets, for example. And human folktales suggest the first basilisk hatched from a snake's egg incubated by a rooster and the cockatrice from a chicken egg incubated by a toad.

Recent explorations have uncovered an additional member of the family, sometimes known as the royal basilisk for the metal crown they wear atop their head, that cannot petrify prey but can hew stone and wilt vegetation with its poisonous breath. These massive snakes are enshrouded in deadly miasma, but their origin in myth and legend are cut from too similar a tale to be coincidence: the royal basilisk is said to have been born from snake eggs incubated by poisonous toads. Like the cockatrice, royal basilisks have a natural enemy in the form of weasels and ferrets, which are immune to their poison. Another trait that both the basilisk and the royal basilisk share is that their hides (or scales in the royal variety) change color based on the environment of their lair. Whether this is an adaptation that happens during adolescence or a magical one is unknown, though the latter seems quite likely.

A potential relationship between the three creatures is murky, leaving unanswered whether the "rooster" that incubated the first basilisk egg was in fact a cockatrice invading a snake's den, or if the triad of chicken, toad, and serpent hold some secret no wizard has been able to tease out. It is just as likely they share a common ancestor among the denizens of the First World, a branching point that could even include the likes of the gorgon and its recently discovered kin—one of which superficially resembles the royal basilisk.

As many stories as I've recorded telling the origins of these beasts, there seem to be far more explaining the importance of basilisk blood in returning their victims to flesh. This is of course important information, and those who spread it receive all my praise, but the stories provide little additional insight to the origins of basilisks or their astonishing gaze. However, it's interesting to note that many of the stories portray the power of the blood being added as a separate event, an act of mercy by a kind god to give mortals a fighting chance.

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Basilisk, Royal

The royal basilisk is aptly named, not for only the metal crown upon its head but also for the unique potency of its poison. The creature's poison manifests as a sort of cloying vapor that sticks onto and eats away at anything it touches. Their mastery of poison does appear to come at a cost, as the royal basilisk has no ability to petrify its prey. Although the royal basilisk can painstakingly shape a crown, some made of simple iron and others of rare skymetals, they much prefer to collect crowns crafted by other creatures.

ROYAL BASILISK — CREATURE 13

RARE HUGE BEAST

Perception +27; darkvision, scent (imprecise) 120 feet, tremorsense (precise) 60 feet
Skills Acrobatics +24, Athletics +27, Stealth +24, Survival +25
Str +8, **Dex** +5, **Con** +7, **Int** –3, **Wis** +6, **Cha** +2
Items iron crown

AC 33; **Fort** +26, **Ref** +22, **Will** +23
HP 290; **Immunities** poison; **Resistances** acid 15

Crowned Royalty The royal basilisk's crown is firmly attached to its head but can be Disarmed as though it were a held item. Without a crown, the royal basilisk's mastery over poison is weakened enough that it loses its miasmatic shroud. The royal basilisk can equip a crown within its tail's reach as an Interact action. A royal basilisk's crown is normally made of iron and enables the basilisk to use miasmatic shroud, but crowns made of other, more exotic materials might confer different abilities.

Miasmatic Shroud (aura, poison) 15 feet. The poison in the breath of the royal basilisk makes the air around it a haze, concealing it from all creatures outside the aura, but it cannot use this concealment to Hide or Sneak. When a creature ends its turn within the aura, it is exposed to royal basilisk venom.

Speed 30 feet, climb 30 feet, swim 30 feet

Melee ❖ jaws +27 (reach 10 feet), **Damage** 4d10+11 piercing plus Improved Grab and royal basilisk venom

Melee ❖ tail +27 (agile, reach 15 feet), **Damage** 4d8+11 bludgeoning

Ranged ❖ spit +24 (poison, range 120 feet), **Damage** 5d10 poison plus royal basilisk venom

Greater Constrict ❖ 4d8+3 bludgeoning, DC 32

Royal Basilisk Venom (poison) **Saving Throw** DC 36; **Maximum Duration** 6 rounds; **Stage 1** 2d10 poison and clumsy 2 (1 round); **Stage 2** 3d10 poison and clumsy 3 (1 round); **Stage 3** 4d10 poison, clumsy 3, and slowed 1 (1 round)

Stone-Hewing Spit ❖❖ (acid) The royal basilisk spits its poison with immense force, dealing 5d10 acid and 5d8 piercing damage (DC 32 basic Reflex save) to creatures in a 240-foot line and exposing each creature that took damage to royal basilisk venom. The line penetrates barriers with Hardness of less than 20, ignoring any bonuses they'd provide from cover. The royal basilisk can't use Stone-Hewing Spit again for 1d4 rounds.

Swallow Whole ❖ Large, 5d10 acid damage, Rupture 30

Wrap in Coils ❖ **Requirements** A Large or smaller creature is grabbed or restrained in the royal basilisk's jaws; **Effect** The royal basilisk moves the creature into its coils, freeing its jaws to make attacks, then uses Greater Constrict against the creature. The royal basilisk's coils can hold as many creatures as will fit in its space.



STONE MEDICINE

Dreadful thing, petrification, but even the strongest poison can be a medicine in the right circumstance. Why, the other day, we came upon an injured marp, one we couldn't treat in the field. Thankfully, I had a little basilisk venom left—we petrified the poor thing and were able to lift her back to the ship before treatment. And she didn't have to worry about the pain of transport at all! Lucky I had some basilisk blood to thaw her out afterwards.



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SCORCHED EARTH

Studies find that blooming guardians travel through blighted lands, consuming diseased plants to stop the spread. Some specimens extend this behavior to anthropogenic "blights" as well, devouring poachers or loggers, leaving behind only dessicated corpses. A fascinating overlap!

Blooming Guardian

The pestilent blossoms adorning the antlers of a blooming guardian are most beautiful in moonlight, when they achieve full bloom and reveal their celestial glow. When blooming guardians near the end of their life cycle, they walk one final patrol of their forest as their ancient body decomposes into the understory.

BLOOMING GUARDIAN — CREATURE 15

LARGE BEAST

Perception +29; low-light vision, scent (imprecise) 40 feet
Languages Fey; *speak with animals*, *speak with plants*
Skills Athletics +30, Intimidation +21, Nature +29, Survival +27
Str +5, **Dex** +3, **Con** +5, **Int** +1, **Wis** +3, **Cha** +1

Petal Form The blooming guardian can dissipate momentarily into a swirling cloud of petals and pollen to pass over brambles and slip through cracks. When Striding in woodland terrain, the blooming guardian ignores difficult terrain and can pass through obstacles so long as there is a small passageway.

AC 36; **Fort** +32, **Ref** +23, **Will** +25
HP 360; **Weaknesses** fire 15; **Resistances** void 15
Buck ↻ DC 36

Speed 50 feet

Melee ❖ antlers +28, **Damage** 4d12+5 piercing

Melee ❖ hooves +26, **Damage** 4d10+5 bludgeoning plus Improved Knockdown

Primal Innate Spells DC 33; **3rd** *animal vision*; **Constant (4th)** *speak with animals*, *speak with plants*

Budding Siphon ❖ (aura, primal, stance, void) 20 feet. A blooming guardian is in a constant state of decomposition; to keep this entropy at bay, the flowers that cover their antlers continually siphon life from the surrounding area. All living creatures that enter or start their turn in the emanation take 6d4 void damage (DC 36 basic Fortitude save).

At the start of their turn in any round that the blooming guardian deals damage with siphoning buds, they gain 10 temporary Hit Points, plus 2 temporary Hit Points for each creature damaged beyond the first since the blooming guardian's last turn, to a maximum of 20 temporary Hit Points.

Full Bloom ❖ (poison, primal, stance) The flowers on the blooming guardian's antlers bloom, unveiling their brilliance as they eat away at their host. While in this stance, the blooming guardian's Strikes deal an additional 2d4 poison damage plus 5 persistent poison damage; on a hit, a target must succeed at a DC 36 Fortitude save or become enfeebled 2. The blooming guardian takes 5 persistent poison damage as long as it's in Full Bloom.

Goring Charge ❖❖ The blooming guardian Strides twice and makes an antlers Strike after either Stride. If the Strike hits, the blooming guardian deals an extra 2d12 bludgeoning damage, and the target takes a –2 circumstance penalty to its next Fortitude save against blossom siphon.

Wail of the Forest ❖❖ (primal, void) **Requirements** The blooming guardian is in Full Bloom; **Effect** The blooming guardian confronts their mortality, causing their flowers to burst and spray their pollen. All creatures in a 40-foot cone take 10d10 void damage with a DC 36 Fortitude save. The blooming guardian then exits Full Bloom and can't enter it again for 1d4 rounds.

Critical Success No effect.
Success The creature takes half damage.
Failure The creature takes full damage and becomes drained 1. Creatures that are enfeebled lose that condition and increase the drained condition by the same value.
Critical Failure As failure, but double damage.

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Broodpiercer

The insects known as broodpiercers are particularly insidious parasites that target the eggs of birds, beasts, and dragons alike, piercing the shell with a needle-like proboscises and implanting their eggs into healthy embryos. The afflicted creature's cranium then develops around the larval broodpiercer, which lies dormant while subsisting off minimal resources from its host. It's not until years later, typically when the host creature has reached maturity, that the broodpiercer larva wrests greater control, pushing the host to travel far and wide—the better to disperse the parasite—and ultimately perish, as only upon the host's death can the now-adult broodpiercer break free and find new eggs to begin the cycle once again. Because of this, an infected creature often initiates fights and refuses to flee, even when death is certain.

Broodpiercer Host Adjustments

You can infect an existing animal, beast, humanoid, or dragon with a broodpiercer by completing the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- If the creature's Intelligence modifier is –4 or lower, increase it to –3.
- Increase the creature's AC, attack bonuses, DCs, Perception modifier, saving throws, and skill modifiers by 1.
- Increase the damage of its Strikes and other offensive abilities by 1. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 2 instead.
- Increase the creature's HP by the amount listed on the table.

Starting Level	HP Increase
1 or lower	10
2–4	15
5–19	20
20+	30

Broodpiercer Host Abilities

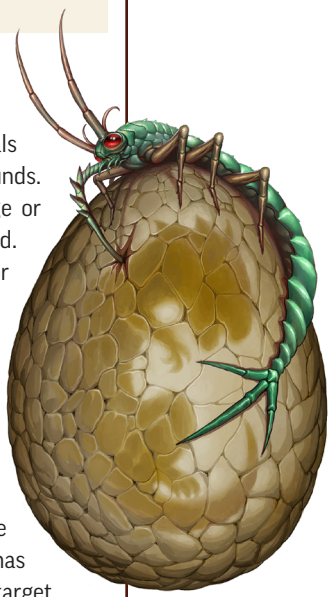
All host creatures gain the following abilities.

Cold Stasis A broodpiercer larva is vulnerable to cold. Any effect that deals cold damage causes the host creature to become slowed 1 for 1d4 rounds. While slowed from cold, the broodpiercer can't use Fumbling Dodge or Erratic Barrage. This occurs even if the base creature is immune to cold.

Fumbling Dodge ↷ Trigger The host creature is targeted with an attack, or an effect that requires a Reflex save and is aware of the attacker; **Effect** The host creature lurches suddenly, stumbling out of harm's way as if dragged by a puppeteer. The creature gains a +3 circumstance bonus to AC against the triggering attack or to its Reflex save. After using Fumbling Dodge, the creature becomes clumsy 2 for 1 round.

Erratic Barrage ❖❖ The host creature attacks twice while spinning ceaselessly, aiming blows from unexpected, seemingly illogical directions. The host creature makes two melee Strikes against the same creature; the host's multiple attack penalty does not increase until it has made both attacks. The target is off-guard for the second Strike. The target creature then gets a sense for the erratic movement and becomes temporarily immune to Erratic Barrage for 1 day.

Induce Frenzy ❖ (emotion) The broodpiercer floods the brain of its host creature with adrenaline, amplifying the host's hunger and numbing its pain to drive it into an obsessive fugue. While frenzied, the creature gains a +2 circumstance bonus to Will saves, temporary Hit Points equal to its level, and a +10-foot circumstance bonus to its Speeds. The frenzy lasts for 1 minute, after which the host creature is fatigued for 1 minute and can't enter another frenzy for 1 minute.





PROPER PARASITE HANDLING

You always gotta cook your food or boil your water in a new place. I'm worried about the kid–he's always eating fruits off the trees or drinking from ponds when he gets hungry in the field. We haven't seen anything as bad as broodpiercers lately, but he almost ate a handful of sportlebores the last time he was out. Thought they were wild blueberries. I'll start keeping a few bags of dried fruit and nuts and some full canteens in the shuttle bay so he doesn't start grazing where there's parasites out.

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The Impossible Chimera



Few creatures in my recent travels inspired as much confusion and awe as chimeras. This apparent impossibility fuses characteristics of many animals, each deadlier than the last, resulting in truly unique creatures without equal. I felt honored in encountering what might be a previously unknown species, which I have dubbed greater chimeras, not to diminish the majesty of previously documented examples, but to provide a useful distinction to explorers encountering these animals for the first time.

Greater Chimeras

While flying over a deep canyon, we were approached by a curious and magnificent winged beast who matched our ship's speed and mirrored our movements. As the creature drew closer, Telero quite quickly identified it as a chimera of some kind from their leonine body and sharp claws, but with the most unusual heads: a green-scaled viper whose fangs dripped with poison, a regal roc head with keen eyes, and the white-furred head of a witchwarg.

Initially, the chimera seemed merely intrigued by our presence, possibly wondering about our intentions. Before we could initiate communication, the creature became increasingly agitated, hissing and howling, yet they kept their distance. I presumed it was an intimidating display meant to warn us that we were flying over their territory, so I took a few steps back and asked Charikleia to retrieve her sketchbook to make a record of this unexpected encounter. But as soon as I turned my head away from the creature, they struck the ship violently. The chimera was likely testing the strength of the vessel, as it merely rocked a little to one side, but I grew more worried when a frozen cascade emerged from the witchwarg head to coat our dirigible in ice. Before we could react, the chimera circled the ship, and their roc head emitted a screech so powerful it caused my very bones to vibrate painfully. These successive attacks were certainly concerning, but ultimately futile at stopping our ship.

We eventually repelled and escaped the creature, but this unusual display made me realize that this chimera was truly unique. Most previously documented chimeras were not described as possessing abilities outside the physical capabilities of the head itself, a fact confirmed in my conversation with a reputable trainer a few weeks later. Yet, this one summoned arctic winds and emitted sounds well beyond what a typical beast can produce. I don't think this is a mere accident or product of magical experimentation, but instead the result of this being a merely new type of chimera only previously heard about in legends. In my encounter, each head of a greater chimera seemed to possess the more unusual abilities of the creature it resembled. I cannot say how powerful these abilities are in comparison to their traditional form, and I must admit my crew and I aren't eager to conduct further tests anytime soon.

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Unparalleled Resilience

The very nature of a chimera poses truly fascinating questions: do they have separate organs for each head or are they shared? Are the heads able to think and operate independently, or is a common nervous system moving them as if they were specialized limbs belonging to a single body? While I don't intend to investigate their unique anatomy more thoroughly, I have encountered an example of this beast's incredible resilience and versatility.

As we briefly landed in Isger to perform some minor repairs, I witnessed the most remarkable of sights on a stroll: a chimera with a dead head still intact and attached! In this case, the head was that of a common goat, but its state was obvious. Its glassy eyes, a lack of movement, and swaths of rotting flesh all spoke to a complete lack of a vital spark or undead reanimation. I must have made some noise as I attempted to jot down a few notes for posterity and caught the beast's attention. No longer lolling limply on the side, the dead head turned to focus on me. As it bleated (possibly as a warning to the other heads?), vile ichor flew everywhere. The goat head was undoubtedly a corpse, yet it moved. Even worse, the entire chimera was determined to make a meal out of me!

We quickly took off to the skies, grateful that the beast was more interested in finding easier prey than picking a fight with the *Zoetrope* and our stalwart crew. I spoke with Dr. Pom and she confirmed my suspicions: the goat head was indeed undead. The head was still part of the whole, yet it seemed to remain dormant most of the time. New muscle mass must have been created to hold the head and move it, which makes me suspect that the chimera's unique physiology might be able to withstand mortal wounds. I hope to return to investigate the site again after finding the wardens to locate this particular creature. I should be able to recognize them by the additional dewclaw on their right forelimb. I wonder what I will find: the undead goat head, a healthy rejuvenated head, a completely new head in its place, or something else entirely?

Courtship and Child Rearing

Some religious scholars state that Lamashtu, the Mother of Monsters, had a role in the creation of the first chimera. Even if true, this fascinating creature has over time become a more conventional beast—although the term "conventional" is used in its loosest meaning when talking about chimeras, of course.

In my journey, I made many inquiries about the behaviors of the modern chimera, speaking to researchers and trainers of exotic animals at every opportunity. While this often cost me quite a few silver pieces, it allowed me to collect a wealth of information about the behaviors of this intriguing beast, which is worth its weight in gold.

Modern chimeras engage in courtship behavior similar to those of other animals. Courtship feeding behaviors are extremely common among chimeras and heavily resemble those of the common robin, were it not for the fact that the food being offered is more varied and of much larger size. Chimeras, male and female in equal measure, bring large carcasses to their prospective mates, along with offerings like rare seedlings, insects, or the most tender of grasses, based on the unique dietary needs dictated by the chimera's heads. If the courtship is successful and the two mates are compatible, there is a good chance that they will reproduce.

Chimera clutches rarely exceed three eggs, each resembling a weathered rock. The parents share the duty of gathering food and guarding the nest from predators throughout the first year. Hatchlings usually inherit their heads from their parents, but reports of heads different from both direct parents have been recorded. Rearing their young is a short and brutal affair; weak chimera cubs rarely reach adulthood. Although outwardly cruel and indifferent to the fate of those who lack promise, the parents dote over the strongest offspring to ensure their survival. Within a year, the family unit disbands, the child now a possible competitor for resources.

Social Structure

Chimeras organize in prides as needed, often to tackle dangerous foes, but are otherwise mostly solitary. When part of a pride, chimera behavior resembles that of lions, with the entire group sharing the responsibilities for hunting, but unlike a traditional pride, child-rearing remains the responsibility of individual parents.

One of the chimeras, usually the strongest, assumes a position of leadership in the pride. The exact composition of a chimera's heads might play a part in which member takes on this role, but chimeras aren't necessarily subservient to a specific variety of head. Cunning, viciousness, and strength are the true determining factors for assuming leadership. Many prides are led by powerful females, although this isn't an absolute rule.

Prestige within a social group is often measured by the amount of destruction an individual has caused. Chimeras are intelligent beasts, so they are known for using flight and other abilities to ambush unsuspecting prey. They have also been seen creating crude traps to either corral their prey or cause their direct demise. For instance, a chimera might camouflage a natural pit behind a relocated bush or weaken a tree enough so that it can be pushed down to crush a larger foe.

While chimeras possess the gift of speech, they don't seem fond of using it except to taunt, mock, or intimidate humanoid foes. When a disagreement happens between members of a pride, it is not solved through words, but via a contest of brute strength. This is often followed by the death or exile of the loser or by the pride splitting into two independent social units.

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LOSING A HEAD

A chimera can continue to live even with a deceased head attached to its body. Curiously, the creature's unique physiology reanimates the decomposing flesh for the remainder of the chimera's life. Some so-called greater chimeras can also create an incorporeal duplicate of a head that has been severed within a day of its loss—a dreadful thought!

Chimera

The chimera heads presented below can replace one or more of the heads in the chimera stat block presented in *Monster Core*. To do so, use the Strike entry listed in the replacement head instead of the one in the original stat block; if you replace the dragon head, you must remove the creature's Dragon Breath ability. However, each of the new heads below grants new abilities.

Chimera Heads

Ankhrav Head

Ranged ❖ acid spit +20 (range increment 30 feet), **Damage** 2d10+9 acid

Spray Acid ❖❖ (acid) The chimera spews acid in a 30-foot cone, dealing 9d6 acid damage to all creatures in the area (DC 26 basic Reflex save). The chimera can't use Spray Acid again for 1d4 rounds.

Hippogriff Head

Melee ❖ hippogriff beak +22 (fatal d10), **Damage** 2d6+9 piercing

Rend ❖ hippogriff beak

Rotting Animal Head

Ranged ❖ virulent spit +18 (poison), **Damage** 3d8+4 poison plus chimeric rot

Chimeric Rot (disease) When the chimera hits a creature with virulent spit they must succeed a DC 26 Fortitude saving throw or become sickened 1.

Snake Head

Melee ❖ snake fangs +20 (agile, reach 10 feet), **Damage** 2d8+7 piercing plus Grab

Constrict ❖ 2d8 bludgeoning, DC 24

Snapping Turtle Head

Melee ❖ snapping jaws +20, **Damage** 2d10+9 piercing

Deep Breath The chimera can hold its breath for 1 hour.

Wolf Head

Melee ❖ wolf jaws +20, **Damage** 2d8+9 piercing plus Knockdown

Leader of the Pack The chimera's wolf jaws attacks deal 1d6 extra damage to prone creatures.

Greater Chimera Heads

A greater chimera can have any combination of three heads chosen from the options below, each granting additional abilities inherent in the original creature.

Adult Dragon Head

Melee ❖ dragon jaws +27, **Damage** 4d6+8 piercing plus 4d6 energy damage (see Draconic Bite)

Draconic Bite A greater chimera's dragon head deals and extra 4d6 damage of a type matching the damage dealt by its Dragon Breath.

Dragon Breath ❖❖ The greater chimera deals 12d6 damage to all creatures in a 30-foot cone (DC 33 basic Reflex). This breath deals either acid, cold, electricity, fire, force, mental, sonic, or spirit, depending on the kind of dragon head the greater chimera possesses. The greater chimera can't use Dragon Breath again for 1d4 rounds.

Cave Worm Head

Melee ❖ worm jaws +27 (reach 10 feet), **Damage** 3d10+8 piercing plus Grab

Swallow Whole ❖ (attack) Large, 3d10+8 bludgeoning, Rupture 24; the target must be grabbed by the greater chimera's worm jaws.

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Emperor Cobra Head

Melee ❖ emperor cobra fangs +27, **Damage** 3d8+12 piercing plus chimeric venom

Chimeric Venom (poison) When the greater chimera critically hits a creature with emperor cobra fangs, it deals an additional 6d6 persistent poison damage.

Phantasmal Beast Head

Melee ❖ phantom slam +27 (agile, finesse, magical), **Damage** 3d8+8 void

Incorporeal Features The greater chimera gains resistance 5 to all damage (except force, spirit, and damage from Strikes with the *ghost touch* property rune).

Screeching Roc Head

Melee ❖ beak +26 (deadly d10), **Damage** 3d10+8 piercing

Ear-splitting Screech ❖❖ (auditory, sonic) The screeching roc head emits a harsh cry that deals 9d6 sonic damage (DC 26 basic Fortitude save) in a 30-foot emanation. It can't use Ear-splitting Screech again for 1d4 rounds.

Powerful Wings The greater chimera's fly Speed increases by 10 feet.

Witchwarg Head

Melee ❖ witchwarg jaws +25, **Damage** 2d12+8 piercing plus 1d12 cold and Knockdown

Freezing Breath ❖❖ (cold, primal) The greater chimera breathes a cloud of frost in a 15-foot cone that deals 9d10 cold damage (DC 33 basic Reflex save). The greater chimera can't use Freezing Breath again for 1d4 rounds.



HOW DOES THAT WORK?

I don't understand these strange beasts, with three heads but only one stomach. We were trying to escape from one of the vile things the other day, and it was only by good luck that one of the heads was a snapping turtle—Telero was able to throw in some sleeping kelp, and though the two other heads ignored it, the turtle ate it right up and the whole dear fell right to sleep. I'll have to harvest some more the next time we're out.

GREATER CHIMERA CREATURE 13

RARE HUGE BEAST

Perception +23; darkvision, scent (imprecise) 30 feet

Skills Acrobatics +22, Athletics +27, Stealth +27

Str +8, **Dex** +4, **Con** +5, **Int** –2, **Wis** +3, **Cha** +1

AC 33; **Fort** +26, **Ref** +23, **Will** +20

HP 235

Multiple Reactions A greater chimera gains 2 extra reactions each round that it can use only to make Reactive Strikes. It must use a different head for each reaction, and it can't use more than one on the same triggering action. If it loses one of its heads, it also loses one of these extra reactions.

Three-Headed Any ability that would sever a greater chimera's head (such as a critical hit with a *vorpal* weapon) severs one head at random. Losing a head doesn't kill a chimera (as long as it has at least one head left), but it does prevent it from making Strikes with the lost head or using any abilities granted by the head.

Reactive Strike ↷

Speed 25 feet, fly 40 feet

Melee ❖ claw +25 (agile), **Damage** 3d8+8 slashing

Three-Headed Strike ❖❖ The greater chimera makes a Strike with each of its heads, each at a –2 penalty and targeting a different creature. These Strikes count as only one attack for the greater chimera's multiple attack penalty, and the penalty doesn't increase until after it has made all three attacks.

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ECHOING CRIES

lythea was singing one day on the
deck like she usually does
especially around sunset
and then i heard her cry out for
help from the forest

i worried her little sea had tipped over
and was dashing for the tree line
but then telero lobbed a smokestick
into the trees and the crying stopped

it was one of these cursed cicadas
im glad we dont have them below the
surface
can you image what it would be with
tunnel echoes

Crying Cicada

These small insects are a nuisance and danger to small villages within Brevoy, taking over entire forests and blending in with the foliage. Also known as calling beetles, due to their ability to mimic and repeat the voices of their previous victims, crying cicadas wait for passersby to lure into the trees, fascinating their victims with their cries before fluttering their wings to release toxic dust. Once a target is near death, crying cicadas will take flight from the trees and land on the body to feed.

The scale dust of crying cicadas can be turned into an effective ingested poison, but obtaining a cicada and harvesting these scales is so dangerous that most would-be poisoners simply die in the process. Even finding the insects is dangerous enough; crying cicadas' natural stealth and dark coloration make them difficult to locate among the trees of a forest, and following their cries often leads one to fall victim to the very creatures they're hunting.

The longer a colony of crying cicadas stays in a forest, the wider their collection of cries grows. Often, a young colony will be able to replicate only the sounds of small, dying creatures, but larger, more established colonies will have the ability to mimic the sounds of children and dragons.

CRYING CICADA — CREATURE 3

SMALL ANIMAL

Perception +11; darkvision

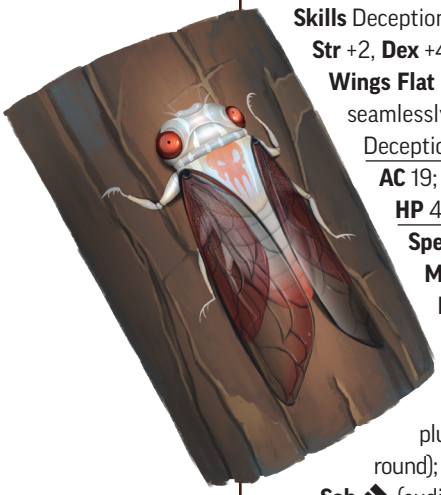
Skills Deception +12, Stealth +10, Survival +8

Str +2, **Dex** +4, **Con** +5, **Int** –5, **Wis** +1, **Cha** +3

Wings Flat When the crying cicada is still and perched on a tree, it blends seamlessly into the environment. It has an automatic result of 30 on Deception checks and DCs to pass as part of the tree.

AC 19; **Fort** +10, **Ref** +12, **Will** +7

HP 48; **Immunities** poison



Speed 15 feet, fly 30 feet

Melee ❖ proboscis +9, **Damage** 1d8+5 piercing plus 1d4 poison

Melee ❖ slam +9, **Damage** 1d6+4 bludgeoning plus crying cicada poison

Crying Cicada Poison (inhaled, poison) **Saving Throw** DC 19 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage plus slowed 1 (1 round); **Stage 2** 1d6 poison damage plus slowed 2 (1 round); **Stage 3** 2d6 poison damage plus slowed 2 and stupefied 1 (1 round).

Sob ❖ (auditory, emotion, mental) The crying cicada mimics the noise of a wounded animal or crying child. Non-cicada creatures within a 150-foot emanation must attempt a DC 19 Will save or be distressed by the pleas for help. The effect lasts for 1 round, but if the cicada uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Sob, that creature is temporarily immune to Sob for 24 hours.

Success The creature is unaffected.

Failure The creature believes an animal or child needs help somewhere nearby. The creature is fascinated, and it must spend each of its actions to Seek or move closer to the cicada as expediently as possible, while avoiding obvious dangers. If the creature is adjacent to the cicada, it stays still and doesn't act.

Steal Voice ❖❖ (auditory) **Requirements** An enemy creature has spoken since the crying cicada's last turn; **Effect** The crying cicada learns and mimics the sound of its opponent's voice. It can't make new sentences, but it can choose to repeat select parts of the phrases it has heard. All non-cicada creatures within 30 feet, other than the owner of the stolen voice, must succeed at a DC 19 Will save to disbelieve the mimicry.

Wing Flurry ❖ The crying cicada beats its wings together, exposing all creatures within a 10-foot burst to crying cicada poison.

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Decapod Dinghy

Decapod dinghies are massive crabs indigenous to the Okaiyo Ocean that often assist the local humanoids with transportation. They can understand Thalassic and are instantly recognizable by the colorful anemones they carry on their backs and in their front claws. Athamarus and merfolk are common sights atop decapod dinghies, lounging comfortably amidst the anemones and sharing food with their hosts.

This peaceful cooperation is indirectly caused by the legendary crustacean Tehialai-Thief-Of-Ships. Since Tehialai's rampages are a constant threat in the Okaiyo, the ancestors of the decapod dinghies bonded with other marine life to survive. Decapod dinghies' relationship with anemones is particularly tight, using the small creatures as poisonous extensions of their own bodies and using their response to movements in the water to compensate for the decapod dinghy's otherwise poor vision. In a region wracked by Tehialai's storms, everyone needs to band together, after all.

DECAPOD DINGHY — CREATURE 8

GARGANTUAN AMPHIBIOUS BEAST

Perception +16; tremorsense (imprecise) 30 feet, wavesense (imprecise) 30 feet
Languages Thalassic (can't speak any language)
Skills Acrobatics +15, Athletics +18, Nature +17, Stealth +15
Str +7, **Dex** +3, **Con** +4, **Int** –2 **Wis** +3, **Cha** +0

All Aboard A decapod dinghy can carry up to 30 Bulk of creatures or unattended items on their back, such as five Medium creatures. The anemones' gentle hold on the passengers is sufficient in most situations, but while in combat, those passengers are slowed 1 if they want to take other actions while remaining on the decapod dinghy's back.

AC 28; **Fort** +18, **Ref** +15, **Will** +15
HP 145; **Weaknesses** bludgeoning 5; **Immunities** poison

Protect Passenger ↷ **Trigger** An enemy within 20 feet damages one of the decapod dinghy's passengers; **Effect** The decapod dinghy's anemones lash out for a tentacle Strike against the triggering creature.

Speed 30 feet, climb 25 feet, swim 25 feet
Melee ❖ claw +19 (reach 10 feet), **Damage** 2d8+7 slashing plus 2d6 poison
Melee ❖ tentacle +19 (poison, reach 20 feet), **Damage** 5d6 poison plus Grab

Anemone Transport ❖❖❖ (primal, teleportation) The decapod dinghy and all their willing passengers teleport to a patch of anemones within 10 miles large enough for the decapod dinghy to stand among them. Although the decapod dinghy doesn't need to see the location, they must have been there before. All creatures transported are temporarily immune to this ability for 24 hours.

Inflate Anemones ❖ The anemones on the decapod dinghy's back inflate, enveloping all passengers and giving each passenger a +2 circumstance bonus to AC until the beginning of the decapod dinghy's next turn.

Stinging Anemones ❖ (poison) The decapod dinghy's anemones sting any number of creatures they choose among passengers and those the decapod dinghy has grabbed or restrained. The stings deal 5d6 poison damage (DC 26 basic Fortitude save). On a failed save, that creature is also enfeebled 2 for 1 hour.



THE UNDERWATER FERRY

Oh, a decapod dinghy! I haven't been on one since I was a little girl. I remember my town had a wonderful little patch of anemonies on the outskirts where the local wavecallers could always coax a decapod dinghy when a group of people needed to make it into the city. I have to say, it's a little strange to have some colorful tendrils block your view for a second, and then you're in the next town over, but truly there's no better way to travel for short jaunts about the sea!



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MY OLD FRIEND

While some readers may think of dinosaurs as quite rare, I invite you to visit Droon sometime. I fondly remember my grandmother's protoceratops, Lin. The old girl would get a bit nippy for tree leaves after a long day, but there never was a more reliable pet to snuggle up with indoors during inclement weather.

Dinosaur

Dinosaurs are ancient animals, unchanged since the prehistory of Golarion. While in the Inner Sea Region, they exist mainly in isolated or remote areas, in other lands, such as the iruxi city of Droon, they are as common as any horse or hunting hound.

Troodon

Troodons stand roughly 3 feet tall and twice as long, with slender necks and large, inquisitive eyes. Although they don't fully understand language, troodons have a remarkable talent for speech mimicry.

TROODON — CREATURE 1

MEDIUM ANIMAL DINOSAUR

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +6, Athletics +5, Deception +8, Stealth +8, Survival +7
Str +1, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** +3

AC 16; **Fort** +4, **Ref** +8, **Will** +5
HP 20

Speed 30 feet
Melee ❖ jaws +8 (finesse), **Damage** 1d8+1 piercing
Melee ❖ claw +8 (agile, finesse), **Damage** 1d6+1 slashing
Mimicry ❖ The troodon repeats up to twelve words it heard in the last week. If it succeeds at a Deception check against the listeners' Perception DC, the sound is indistinguishable from the original. The troodon can't duplicate voice-based abilities or spells, although it can mimic the verbal sounds of spellcasting.
Running Attack ❖❖ The troodon Strides and makes a claw Strike at any point during that movement.

Protoceratops

Though it lacks the distinctive horns of its larger relative the triceratops, the protoceratops is more than capable of holding its own in combat, using its tail to knock enemies to the ground and its sturdy frill to turn away blows.

PROTOCERATOPS — CREATURE 2

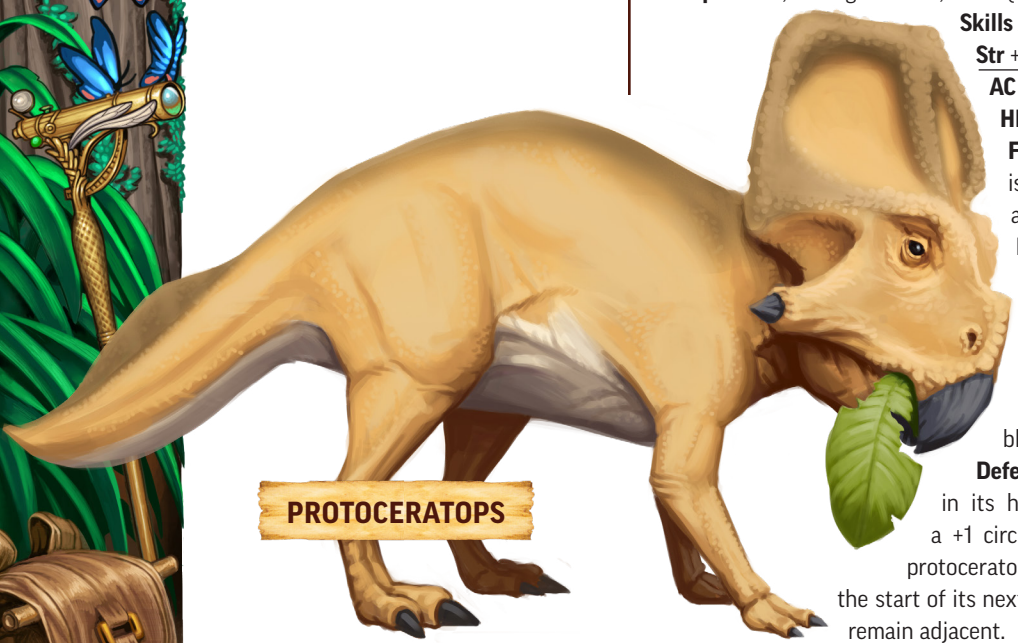
MEDIUM ANIMAL DINOSAUR

Perception +9; low-light vision, scent (imprecise) 30 feet
Skills Athletics +8
Str +4, **Dex** +2, **Con** +3, **Int** –4, **Wis** +2, **Cha** +1

AC 17; **Fort** +11, **Ref** +8, **Will** +6
HP 30

Frill Block ↷ **Requirements** The protoceratops is in its Defensive Posture; **Trigger** An adjacent ally would take damage from a physical attack; **Effect** The protoceratops partially blocks the blow with its frill, reducing the damage by 5.

Speed 25 feet
Melee ❖ head +10, **Damage** 1d8+4 bludgeoning
Melee ❖ tail +10 (agile), **Damage** 1d6+4 bludgeoning plus Knockdown
Defensive Posture ❖ The protoceratops tucks in its head and presents its sturdy frill, granting a +1 circumstance bonus to AC adjacent allies. The protoceratops remains in its Defensive Posture until the start of its next turn, but only grants the bonus while allies remain adjacent.



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Majungasaurus

The majungasaurus prowls in a crouched posture, carrying its bulk so low to the ground it is eye-to-eye with its prey. Unlike most carnivorous dinosaurs, the majungasaurus is primarily an ambush predator, patiently lying in wait for quarry to come within reach before bursting from cover with a signature cry to attack.

MAJUNGASAURUS CREATURE 6

HUGE ANIMAL DINOSAUR

Perception +12; low-light vision, scent (imprecise) 30 feet
Skills Acrobatics +15, Athletics +16, Intimidation +14, Stealth +16
Str +6, **Dex** +5, **Con** +4, **Int** –4, **Wis** +2, **Cha** +4
Startling Roar When the majungasaurus rolls initiative using Stealth, it can attempt to Demoralize each creature within 30 feet as a free action. Regardless of the effect, each creature is then temporarily immune for 1 hour.

AC 23; **Fort** +14, **Ref** +17, **Will** +12
HP 120

Speed 25 feet
Melee ◆ jaws +16 (reach 15 feet), **Damage** 2d8+6 piercing plus Grab
Melee ◆ foot +16 (agile), **Damage** 2d6+6 bludgeoning
Crack Bones ◆ **Requirements** The majungasaurus has a creature grabbed in its jaws; **Effect** The majungasaurus deals that creature 3d8 bludgeoning damage (DC 24 basic Fortitude save). A creature that fails this save is clumsy 1 until it recovers to full Hit Points.
Frightened Prey Frightened creatures are off-guard to a majungasaurus.

Carnotaurus

This 2,000-pound predator lives up to its name by ramming its prey with its distinctive horns lowered, knocking them prone, and viciously tearing into fallen victims before they can regain their footing. Do not let its size fool you; this massive dinosaur is deceptively quick when charging a potential meal. Aggressive and highly territorial, a carnotaurus will not hesitate to hunt down and slay any creature unlucky enough to cross its path.

CARNOTAURUS CREATURE 7

HUGE ANIMAL DINOSAUR

Perception +15; low-light vision, scent (imprecise) 30 feet
Skills Athletics +18, Survival +14
Str +7, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** +0

AC 24; **Fort** +17, **Ref** +15, **Will** +13
HP 145
Headbutt ↷ **Trigger** A creature ends a move action within reach of the carnotaurus's horn Strike; **Effect** The carnotaurus makes a horn Strike against the triggering creature.

Speed 30 feet
Melee ◆ jaws +18 (reach 15 feet), **Damage** 2d10+9 piercing plus vicious mauling
Melee ◆ horn +18 (reach 15 feet), **Damage** 1d12+9 piercing
Powerful Charge ◆◆ The carnotaurus lowers its horns and surges toward a foe. It Strides twice, then makes a horn Strike. If it moved at least 20 feet from its starting position, the Strike's damage is increased to 2d12+9 and knocks the target prone if successful.
Vicious Mauling The carnotaurus's jaws Strike deals an additional 1d8 persistent bleed damage to prone targets.



SURPRISINGLY STEALTHY

I can often lose myself in the act of sketching, as the lines intersect and whorl and form tangles on the page. Why, just the other day I spent a good half an hour engrossed in the patterns of a velociraptor's dorsal crest as it napped on a rock. That was, until a majungasaurus erupted from the nearby foliage to snap at its prey. It was the first time I'd encountered an ambush predator of this size—the encounter was one to remember, even if I ruined my sketch when my brush jerked across my book!



CARNOTAURUS

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TOOLS VS. WEAPONS

One may wonder how this creature is an herbivore! But I assure you, dear reader, that some of the most intimidating adaptations of the animal world were developed not as weapons, but for any myriad of reasons. Not unlike the bevy of knives, peelers, and scrapers hanging in Grefu's kitchen (he appears to have a strange double-bladed contraption simply for skinning vegetables!), the long claws of the therizinosaurus are used mostly for feeding, though also like Grefu's many knives, they can serve as a potent defense in a pinch. Nature is truly resourceful, each of its tools multipurpose!

Therizinosaurus

At first glance, the therizinosaurus, with its rotund, feathered body and bird-like beak, strikes many observers as almost comical. This impression tends to quickly fade at the sight of the creature's claws, six wicked, scythe-like blades capable of disemboweling a foe with a single well-placed slash. Despite their intimidating appearance, these enormous claws are used primarily to separate tasty leaves and branches from the tops of the tall trees upon which the therizinosaurus feeds. Nonetheless, travelers through a therizinosaurus's territory are wisely advised to give the creature a wide berth, less they wind up on the wrong end of its notoriously foul temper.

THERIZINOSAURUS CREATURE 9

GARGANTUAN ANIMAL DINOSAUR

Perception +18; low-light vision, scent (imprecise) 30 feet
Skills Athletics +20, Survival +17
Str +7, **Dex** +1, **Con** +6, **Int** –4, **Wis** +3, **Cha** +0

AC 27; **Fort** +21, **Ref** +16, **Will** +16
HP 210

Speed 35 feet

Melee ❖ claw +21 (reach 20 feet), **Damage** 2d12+7 slashing plus winnowing claws

Stomp Pests ❖❖ The therizinosaurus stomps about, dealing 5d8 bludgeoning damage (DC 28 basic Reflex save) to each adjacent creature. Large or smaller creatures who fail their save are also knocked prone.

Swiping Claws ❖❖ The therizinosaurus makes two claw Strikes against different targets. Both attacks count toward its multiple attack penalty, but do not increase the penalty until it has made both attacks.

Winnowing Claws Whenever the therizinosaurus successfully Strikes a Large or smaller creature with its claw, it pulls that creature 5 feet toward it (10 feet on a critical hit).

Titanosaur

Titanosaurs are some of the largest land animals ever to walk the surface of Golarion, massive sauropods that can reach over 100 feet in length and weigh more than 80 tons. While typically content to focus on consuming vast quantities of vegetation and ignore the presence of smaller creatures, titanosaurs that feel threatened can unleash destruction rivaling natural disasters.

TITANOSAUR CREATURE 16

GARGANTUAN ANIMAL DINOSAUR

Perception +27; low-light vision, scent (imprecise) 30 feet
Skills Athletics +34
Str +10, **Dex** +4, **Con** +9, **Int** –4, **Wis** +5, **Cha** +6

AC 38; **Fort** +33, **Ref** +28, **Will** +29
HP 370

Majestic Presence (aura, emotion, visual) 90 feet, DC 38. Creatures of Huge size or smaller that enter the aura must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to the titanosaur's Majestic Presence for 1 hour.
Critical Success The creature is unaffected.
Success The creature is fascinated by the titanosaur for 1 round.
Failure The creature is fascinated for 2 rounds.
Critical Failure The creature is fascinated for 1 minute.

Speed 30 feet



THERIZINOSAURUS

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Melee ◆ tail +32 (reach 30 feet), **Damage** 3d8+16 bludgeoning plus Improved Knockdown
Melee ◆ foot +32 (reach 15 feet), **Damage** 3d12+16 bludgeoning
Seismic Slam ◆◆ **Frequency** once per minute; **Effect** The titanosaur rears up on its hind legs before slamming its forelegs back on the ground with a thunderous crash, creating a localized tremor with the effects of an *earthquake* spell centered on itself, though the effect is non-magical. Fissures do not form under the titanosaur.
Sweeping Tail ◆◆ The titanosaur lashes its tail in a 30-foot cone. Creatures in the area take 8d10 bludgeoning damage (DC 38 basic Reflex save). The momentum of the titanosaur's swing then makes it off-guard until the beginning of its next turn.
Trample ◆◆◆ Huge or smaller, foot, DC 38

Thruneosaurus Rex

The unholy terror known as the thruneosaurus rex is not a natural beast. They were created by Chelaxian diabolists who sought to combine the ferocity of dinosaurs with the power of Hell, infusing a clutch of tyrannosaurus rex eggs from Mediogalti Island with devil ichor and naming the monstrous hatchlings after their patrons. Although few records and fewer survivors tell exactly how the experiment went awry, the experimental subjects escaped, and their descendants are now most often sighted in the Whisperwood in eastern Cheliax.

THRUNEOSAURUS REX — CREATURE 17

RARE GARGANTUAN BEAST DEVIL DINOSAUR UNHOLY

Perception +29; greater darkvision, scent (imprecise) 30 feet
Languages Common, Diabolic (can't speak any language)
Skills Acrobatics +30, Athletics +35, Intimidation +30
Str +10, **Dex** +3, **Con** +6, **Int** –2, **Wis** +6, **Cha** +5

AC 39; **Fort** +31, **Ref** +25, **Will** +29
HP 290; **Immunities** fire; **Weaknesses** holy 15; **Resistances** physical 15 (except silver)
Frightful Presence (aura, divine, emotion, fear, mental) 90 feet, DC 38
Instinctive Teleportation ↻ (divine, teleportation) **Trigger** The thruneosaurus takes damage from a holy effect; **Effect** The thruneosaurus teleports to an open space within 60 feet it can see, along with any creatures it has swallowed whole.

Speed 40 feet
Melee ◆ jaws +33 (magical, reach 20 feet); **Damage** 3d12+16 piercing plus Grab
Melee ◆ foot +33 (magical, reach 15 feet); **Damage** 3d10+16 bludgeoning
Hellfire Blast ◆◆ The thruneosaurus channels sulfurous hellfire in one of three ways. The thruneosaurus chooses the effect, but it can't make the same choice in two consecutive rounds.
- **Blistering Sun** (divine, fire, unholy) The thruneosaurus ignites an orb of hellfire between its horns that radiates heat in a 30-foot emanation, dealing 2d8 persistent fire damage.
- **Choking Fumes** (divine, poison, unholy) The thruneosaurus exhales a 60-foot cone of sulfurous smoke that deals 6d8 poison damage (DC 38 basic Fortitude save). Creatures that fail their saves are sickened 2.
- **Fiery Beam** (divine, fire, unholy) A 120-foot line of hellish flame erupts from the thruneosaurus's eyes, dealing 6d10 fire damage (DC 38 basic Reflex save).

Swallow Whole ◆ (attack) Huge, 3d12+10 bludgeoning, Rupture 40
Trample ◆◆◆ Huge or smaller, foot, DC 38


THRUNEOSAURUS REX



WHAT HAS SCIENCE DONE

Countless magical experiments have been performed to enhance animals or merge them into curious fusions like the chimera. Numbering among the strongest unmodified animals, dinosaurs are often subject to these experiments. The survivors have become the subjects of local legends across Golarion. While there are already countless endemic species in Golarion, it is clear our interference in the natural order has created various artificial creatures in the wild as well.

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SONIC DAMPENERS

when baranthet first invited me onto the zoetrope you wouldnt believe how loud the engines were

they wouldve spooked any animal we tried to observe but by reshaping the wing oscillators to follow the ratio of morthak claws pinky to thumb the noise is almost completely canceled

i sometimes even take naps in the engine room and wonder how many of our inventions could be made more efficient by following the designs that nature has already prototyped out for us

Dischoran

Dischorans are a group of predators who hunt via focused sound. Though they possess protuberances that resemble eyes, these are actually auditory sensory organs that can pick up even the slightest sound and are used to locate prey with pinpoint accuracy.

Only a few types of dischorans have been identified, but they all share unifying features: front-facing pseudo-eyes, deceptive speed, and ravenous hunger. Their sensitivity to noise combined with their ability to weaponize sound are likely the primary reasons dischorans spend most of their time alone.

Morthak

Morthaks, being low, squat, and flat, resemble a crocodile rebuilt to dig like a mole. At home beneath vast meadows and plains, the only sign of their passing are the earthen mounds they leave behind when they emerge to hunt. Those who encounter them in the wild speak of the sub-aural rumble they produce as they disintegrate the earth with sonic blasts, a sound that's felt rather than heard.

MORTHAK — **CREATURE 4**

MEDIUM | BEAST

Perception +12; no vision, sensitive echolocation (precise) 90 feet
Skills Acrobatics +10, Athletics +13, Stealth +12
Str +5, **Dex** +2, **Con** +4, **Int** –3, **Wis** +2, **Cha** +1
Sensitive Echolocation The morthak can use its hearing as a precise sense with the listed range. If the morthak takes sonic damage beyond its resistance, its senses are overloaded and all creatures are concealed from it for 1 round.

AC 20; **Fort** +14, **Ref** +10, **Will** +10
HP 70; **Immunities** visual; **Resistance** sonic 5
Auditory Swipe ↻ **Trigger** A creature within the morthak's reach uses an auditory action; **Effect** The morthak makes a claw Strike against the triggering creature.

Speed 20 feet, burrow 30 feet
Melee ◆ jaws +13, **Damage** 2d8+5 piercing
Melee ◆ claw +13 (agile), **Damage** 1d6+5 slashing plus 1d6 sonic
Ranged ◆ screech +10 (range 60 feet, sonic), **Damage** 4d6 sonic
Shattering Scrape ◆◆ (sonic) The morthak makes a claw Strike against a creature wearing stone or metal armor. If the Strike hits and the armor's Hardness is 12 or lower, that armor is broken.



MORTHAK

Drthak

Drthaks are aquatic predators with long trailing fins that are rarely seen, clinging to coasts and estuaries where the high silt content makes them practically invisible to predators and prey alike. Some have been known to come inland, tracking their prey miles upriver before striking. The underwater environment alters the typical dischoran hunting behavior, with drthaks creating bubbles that implode to stun prey.

DRTHAK — **CREATURE 6**

LARGE | BEAST

Perception +15; no vision, sensitive echolocation (precise) 120 feet
Skills Athletics +16, Stealth +17, Survival +13
Str +4, **Dex** +5, **Con** +4, **Int** –3, **Wis** +3, **Cha** –1
Deep Breath The drthak can hold its breath for about 2 hours.
Sensitive Echolocation As morthak.

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AC 23; **Fort** +14, **Ref** +17, **Will** +11
HP 110; **Immunities** visual; **Resistance** sonic 5
Auditory Hunter ↷ **Trigger** A creature within 15 feet uses an auditory action; **Effect** The drthak Strides or Swims towards the creature.

Speed 20 feet, swim 40 feet
Melee ❖ jaws +16, **Damage** 2d8+4 piercing plus Grab
Ranged ❖ screech +17 (range 60 feet, sonic), **Damage** 4d6 sonic plus resonant jaws
Bubble Burst ❖❖ (sonic, water) **Requirement** The drthak is underwater; **Effect** The drthak uses sonic power to push aside water in a 30-foot emanation, which then collapses in a crushing torrent. All creatures in the area, other than the drthak, take 3d10 bludgeoning damage (DC 24 basic Fortitude save).
Pull Under The drthak can Swim at half Speed while it has a creature grabbed or restrained in its jaws, carrying the creature along with it.
Resonant Jaws When the drthak misses a screech Strike against a creature grabbed or restrained in its jaws, it deals that creature 2d6 sonic damage.

Soniphak

Often mistaken for drakes, soniphaks glide above rocky or barren ground, picking out prey with their hearing. A hunting soniphak disables its targets with concentrated bursts of sound before snatching them up and feasting on the move. Despite being able to speak, soniphaks are no more social than other dischorans, generally responding to even the quietest attempts at communication with destructive shouting.

SONIPHAK CREATURE 9

HUGE BEAST

Perception +21; no vision, sensitive echolocation (precise) 120 feet
Languages Draconic
Skills Acrobatics +19, Athletics +20, Survival +17
Str +7, **Dex** +6, **Con** +4, **Int** –2, **Wis** +4, **Cha** +1
Sensitive Echolocation As morthak.

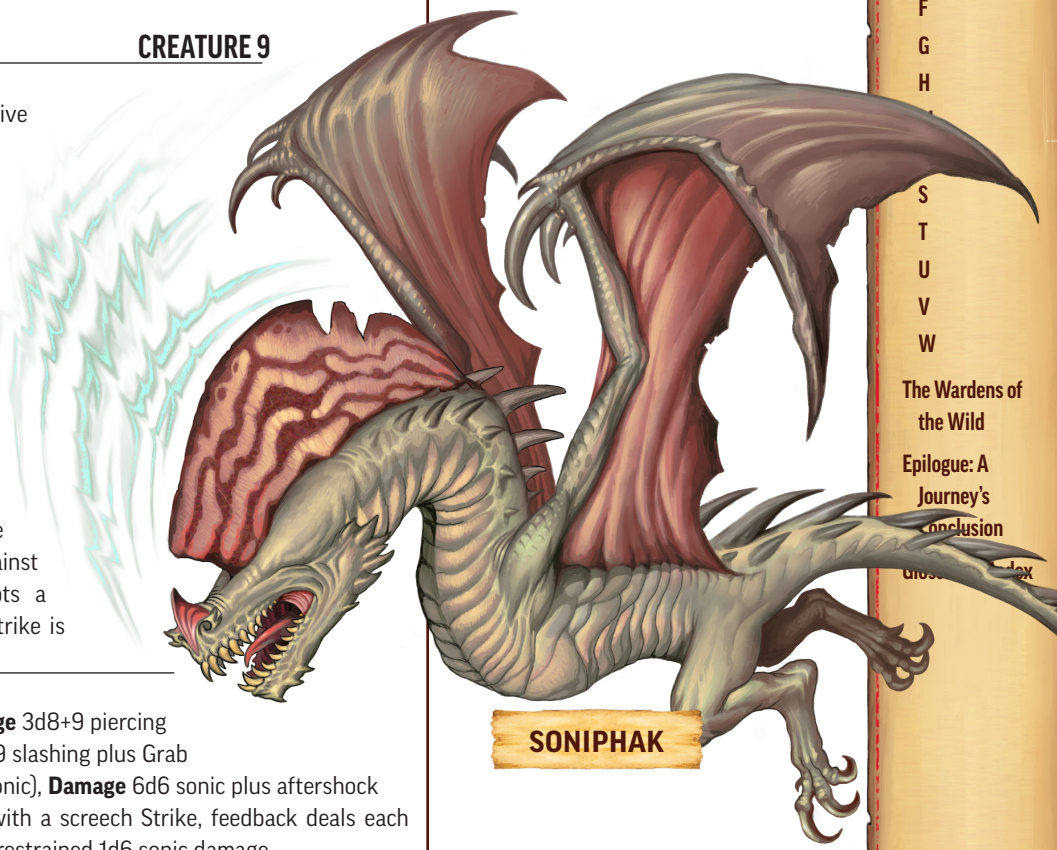
AC 27; **Fort** +21, **Ref** +21, **Will** +15
HP 180; **Immunities** visual; **Resistance** sonic 10
Disruptive Screech ↷ **Trigger** A creature within 30 feet of the soniphak uses an auditory action; **Effect** The soniphak makes a screech Strike against the triggering creature. This disrupts a triggering concentrate action if the Strike is a critical hit.

Speed 20 feet, fly 50 feet
Melee ❖ jaws +19 (reach 15 feet), **Damage** 3d8+9 piercing
Melee ❖ claw +19 (agile), **Damage** 3d6+9 slashing plus Grab
Ranged ❖ screech +19 (range 60 feet, sonic), **Damage** 6d6 sonic plus aftershock
Aftershock Whenever a soniphak hits with a screech Strike, feedback deals each creature the soniphak has grabbed or restrained 1d6 sonic damage.
Shattering Scream ❖❖ (sonic) The soniphak can focus its screech at a stone or rock surface within 60 feet to create an explosion in a 15-foot burst from the point of impact. Creatures in the area take 5d6 piercing damage (DC 28 basic Reflex save), and the area becomes difficult terrain due to fragments of loose stone.
Snatch The soniphak can Fly at half Speed with a creature grabbed or restrained in its claws, carrying that creature along with it.



REGIONAL SONG

It might seem to many that dischorans unleash bursts of simple noise, but did you know that their songs differ by region? The drthaks we've had to fend off back home tend to open with a staccato triplet of high notes, whereas the male drthak we recently observed off the Ironbound Archipelago used a low drone. Curiously, his mate used the same "ee-EE ee" I remember being warned about in my childhood—I wonder if perhaps she's found herself far from home as well.



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Elemental Birds and the Power of the Storm

The elements have a life of their own. I have always believed that birds embody these elements particularly well—phoenixes, thunderbirds, and tidehawks to name a few—but each of these creatures is so different from one another. They make their homes in different habitats and approach life with such different philosophies that they rarely meet without clashing.

My question, dear reader, has always been about the connection between these birds. Most sources say there is no doubt the three creatures have a common ancestor. What could that creature be? And does it still live?

The Fury of the Past

I needed to trace the birds back to their commonalities for an answer. The *Zoetrope* could not take us back in time, but my studies could, and I soon found several similarities within a handful of creation myths. In ages past, the world was said to be in an everlasting tempest. Volcanoes spat fire into the sky, lightning jumped between clouds of ash, and sharp ice fragments whipped through the wind. It was the storm from which all other storms were born. How fitting would this primordial tempest be as the birthplace of the species of elemental bird from which the others evolved?

I searched volcanoes for the creatures known as chaos falcons, waiting for a violent eruption to give me a glimpse into the world of the past. It was in the Kullan Dei mountains that I at last found it.

From Chaos, Creation

We arrived after one peak's eruption had begun. The air was thick with ash and highly turbulent, keeping us a considerable distance from the active volcano. Truthfully, these skies were no place for mortals, and even the ash-dusted slopes radiated a deadly heat that boiled spattering rain into wisps of steam.

We watched a clump of magma harden into a rocky teardrop as it was flung into the air, arcing near us in its flight. An errant bolt of lightning destroyed the rock, making the ashen sky a field of white, save for the silhouette of folded wings. We'll never know if the great bird was saving us from danger or simply playing for its own amusement, but I knew it was a chaos falcon.

As the gouts of earthen fire slowed, the weather around us calmed, and I at once understood how each of the elemental birds had come into its own. Fire scorched the land below us, removing all vegetation and evaporating streams and ponds; it brought to mind the searing heat of the desert sun under which a phoenix is reborn. This fiery heat caused vast thunderheads to form. They swirled about the mountaintops, the wind whipping like the best thunderbird nesting habitats. The ash still in the air collected water, and a rainstorm began. The water pooled on the cooling ground, creating streams, then rivers, finally draining into the sea toward the realm of tidehawks. Each element had created its own habitat, and in each I could see the spirit of an elemental bird.

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Elemental Bird, Chaos Falcon

The extreme weather that gives birth to chaos falcons grants them a mix of abilities not found in other elemental birds. To them, lightning is as natural as fire and heat as comfortable as cold. The variability of their attacks makes them dangerous, even for the well prepared.

Like their elemental cousins, chaos falcons are often the harbingers of storms. They're also seen as omens of volcanic activity, as they will travel across great distances to play and dance in the resulting eruption. Between this association and their tendency to rain both fire and ice, their presence is considered dangerous by nearby settlements.

Fortunately, chaos falcons are solitary birds that prefer to stay away from the noise of civilization. They nest in volcanic vents or areas with geothermal activity, relying on the heat of the earth to incubate their eggs while hunting in the wilderness nearby. Unless their peace is disrupted or their safety threatened, they're unlikely to attack creatures that move through their habitat.

Chaos Falcon — Creature 10

RARE HUGE AIR BEAST ELECTRICITY FIRE WATER

Perception +18; darkvision, stormsight

Languages Common, Sussuran

Skills Acrobatics +22, Athletics +19, Nature +19, Stealth +19

Str +5, **Dex** +7, **Con** +3, **Int** +4, **Wis** +4, **Cha** +3

Stormsight Wind, precipitation, and clouds don't impair a chaos falcon's vision; they ignore the concealed condition from storms, mist, precipitation, and the like.

AC 29; **Fort** +19, **Ref** +22, **Will** +16

HP 180; **Resistances** fire 10, electricity 10, cold 10

Storm Nexus (aura, primal) 15 feet, 3d6 fire, DC 26 basic Reflex save. The chaos falcon is surrounded by a cloud of volcanic ash, lightning arcing within the cloud as it glows hot in some areas and collects ice in others. A chaos falcon can change the damage type of this aura to cold, electricity, or fire as an action, which has the concentrate trait.

Speed 25 feet, fly 50 feet

Melee ❖ beak +21 (reach 10 feet), **Damage** 3d10+10 piercing

Melee ❖ talon +21 (agile), **Damage** 3d6+10 slashing

Ranged ❖ bolt +23 (range 120 feet), **Damage** 6d6 fire plus storm bolt

Dive-bomb ❖❖ (earth, fire, primal) **Requirements** The chaos falcon is Flying; **Effect** The chaos falcon Flies twice straight down. If they reach the ground or a similarly solid object at the end of this movement, their landing shatters that surface into sharp shards and droplets of molten stone deal 4d6 fire and 3d8 piercing damage (DC 26 basic Reflex save) to all other creatures within 20 feet.

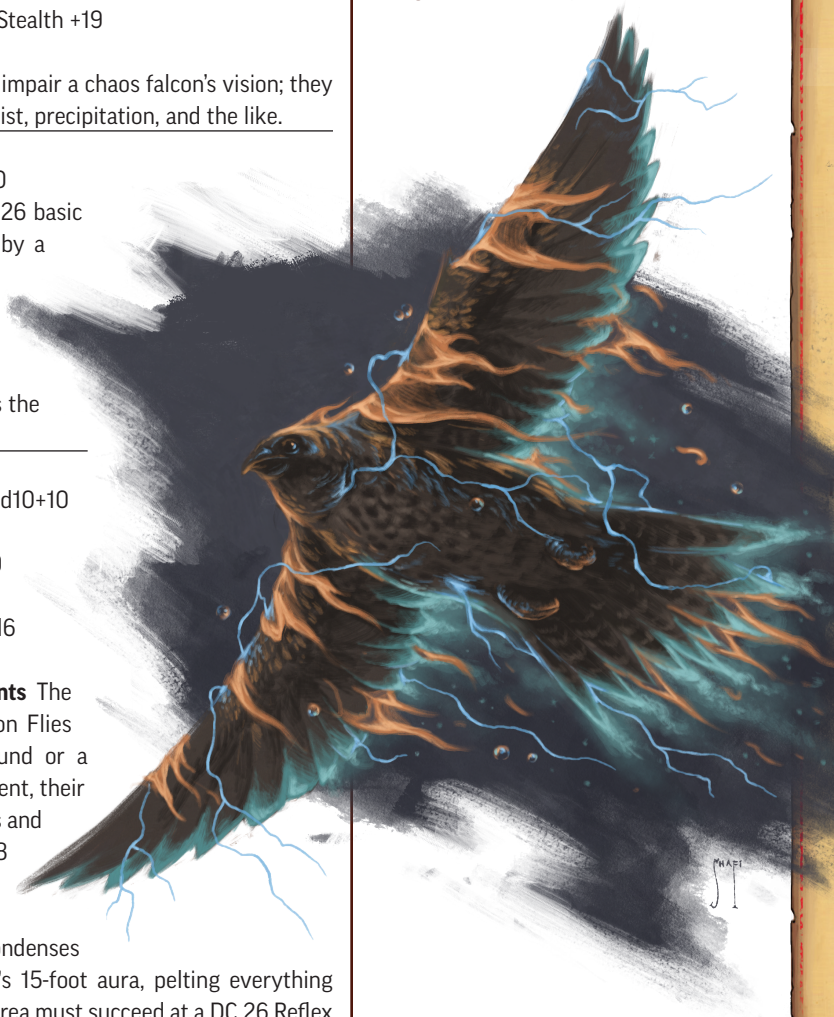
Flash Storm ❖ (air, water, primal) Water condenses around the ash particles in the chaos falcon's 15-foot aura, pelting everything beneath it with driving rain. Creatures in that area must succeed at a DC 26 Reflex save or be pushed 20 feet down, falling prone if they start or end this movement on the ground.

Storm Bolt The chaos falcon's bolt Strike always deals the damage type of their storm nexus aura.



Succession Through Chaos

While it's well established that chaos falcons have great capacity for destruction, especially in geologically active areas (Aras & Kirisiel, III), it appears this destruction actually catalyzes succession events in their given habitats. First, clearing stagnant growth with flame, then enriching the soil with lightning (see Lepidstadt report), and then finally bringing nourishing rain. A following paper should examine the species that follow a chaos falcon emergence to identify common traits, though the birds' rarity... hmm...



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Ethereal Wildlife: A Blurring of Taxonomic Lines

With the onset of a particularly vicious thunderstorm, we had the occasion to spend some time in a small Mauxi village located in the shadow of the Barrier Wall in the northern reaches of the Mwangi Jungle. The residents of Otolous welcomed us warmly, for by chance we arrived only one day before a local festival that celebrated a family of creatures that lived in the nearby jungle. Naturally, I wanted to know more! The village leader described them as "ghost apes," which piqued my curiosity even further. I recalled reading about one of these elusive and intelligent beasts but assumed the chronicler was describing a rare genetic offshoot of gorillas or a unique great ape that had been affected by magic. Little did I realize that both suppositions were partially true!

The next night, we participated in the grand jubilee, which featured delicious food and drink, dancing, and storytelling. While the rest of the crew were enjoying themselves, I made sure to pay close attention to the tales being told about the ghost apes. In that vein, Otolous's resident bard recounted a legend of how the town was founded.

It began thus: During a period of heavy rain, a Mauxi explorer took shelter under the tallest tree in this area of the jungle, which happened to be the home of a pair of massive ghost apes. As she dried herself off, the explorer caught glimpses of the creatures through the branches above and respectfully asked for their hospitality. The apes were pleased with her politeness but kept their distance. The explorer dozed as the storm raged on, not seeing when a hungry snake emerged from the brush, looking to make a meal out of her. Before the serpent could strike, one of the apes suddenly appeared on the ground, beating their chest and scaring it off. The explorer was amazed to see the ape suddenly in front of her, not seeming to cross the space between. After the rain stopped, the explorer would return to the tree time and again, striking up a friendship with the apes and eventually establishing a home nearby.

A Truth in the Tale

While the legend was likely mostly apocryphal (as many legends are), I couldn't help but be intrigued by its details. I asked around the village to see if anyone had any personal interactions with present-day ghost apes. What did they look like? Were they intelligent? Did they have any unusual abilities? Everyone I spoke with reported similar stories of tawny-furred apes with beards whose shapes were sometimes slightly fuzzy around the edges, as if they weren't entirely solid. One hunter recounted a time where he saw a ghost ape go from one end of a large clearing to another in the blink of an eye to bellow at a small pack of encroaching leopards. Many had spoken to the apes, and though they seemed to understand, they didn't say anything in return. I had to find out more for myself!

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The next day, with the permission of Otolous's leaders, Charikleia, Telero, and myself ventured into the nearby jungle to seek out the ghost apes. True to their name, they were difficult to spot. A rustle in the trees above was as likely to be a flitting bird. Noises in the distance were difficult to identify. Tracks would lead to an open spot of ground and simply stop. After almost a week of searching, I was ready to call it off. But then, something rather dramatic happened.

We had journeyed into the Barrier Wall's foothills, thinking if we could get to a higher vantage point, we might be able to locate the ghost apes from afar. (While we could have done the same thing with the *Zoetrope*, I was unsure if the sound of the airship's motors would frighten our subjects.) Telero lost his footing at the edge of a steep rise and began to tumble downhill. Charikleia and I were momentarily frozen in shock. Suddenly, a hulking white-chested ape appeared on the slope in Telero's path and arrested his fall. The ape carried our scout to safety, while Charikleia and I, our minds once again working, rushed down a nearby path to reach them.

Luckily, Telero was intact, apart from some minor scrapes and bruises, and the ghost ape was still within sight. I called out, quickly explaining who I was and that we were seeking out their kind to further the cause of knowledge. That seemed to convince the ape to not disappear into the tree line. With a rich, deep voice, the ghost ape told us his name was Khibisa and agreed to speak with us at greater length.

Origins on the Ethereal Plane

Khibisa was relatively chatty, once he got to talking. I will spare you all the details, but we had a long conversation about his abilities, how his family has been watching over Otolous for decades, and what they believed was the origin of their species.

As we had seen, ghost apes have the natural ability to teleport—a talent that is usually reserved for spellcasters and other wielders of magic. Khibisa couldn't explain exactly how this movement worked; he described its use as similar to "flexing a muscle." Young ghost apes must learn how to control this ability, like how baby birds must learn how to fly. Khibisa told an amusing story about how his first attempt at teleporting deposited him several dozen feet above the tree he was in; fortunately, his father was able to catch him before he hit the ground below.

Khibisa also showed us how, with a moment of concentration, he could cause the edges of his form to blur. This made him difficult to pinpoint at a distance, but it apparently also protected him from some physical harm. Again, this ability is innate for all Khibisa's family, and they instinctively understand how to enter this semi-incorporeal state. I suspected that ghost ape ancestors were subjected to some kind of extraplanar influence in the distant past, and my theory was confirmed when Khibisa told us of his family's history.

There is a realm connected to everything everywhere. The Ethereal Plane is laid over all existence like a misty, invisible blanket. It is the space between spaces through which mortal souls pass on their ways to and from our mundane Universe. It is also the home to wandering dreams and raw emotions. And though it is mostly empty and often used by spellcasters as a method of moving unseen from one place to another, the Ethereal Plane is by no means uninhabited. The Great Beyond is an inhospitable environment, but creatures can still evolve to survive there. It may be useful to think of the other planes as extreme biomes, similar to the deep sea or within a volcano's caldera; the life that thrives there might be different from any you or I are used to seeing.

Khibisa's tale described a nomadic druid in days long past whose dreams were so powerful they took form in the Ethereal Plane while they slept. These dream beings weren't long-lived, however, fading back into nothingness shortly after the dreamer awoke each morning. One day, the dreamer passed away, as all mortals must, but as their spirit passed through the Ethereal Plane, they dreamt one last time. Among these visions were many of the types of animals the dreamer had befriended during their life. But this time, the dreams persisted and were eventually drawn into the Universe in the same types of places where their original counterparts lived. However, they still retained some of the Ethereal Plane's nature. Ghost apes were one such animal.

Now, I am no planar scholar, but like the legend of Otolous's founding, I believe this myth to have a grain of truth at its core.

On the Other Varieties of Ethereal Beasts

We thanked Khibisa for his time and returned to the *Zoetrope*. I admit that I was in a rush to consult my library for accounts of other creatures like ghost apes that had been dismissed as fanciful stories or considered unique entities. Most obvious is the ether spider, which can step between the Universe and the Ethereal Plane as easily as spinning a web. I also discovered a report describing a chameleon in southern Garund that was capable of swallowing prey much larger than itself with no ill effect. The author's firsthand experience described being pulled into its gullet and floating among a vast and starry haze. Another treatise from central Avistan chronicles a group who angered what they thought was a conventional bear before escaping into a nearby cabin. The bear then transformed into a cloud of mist to slip under the cabin's door and continue its attacks.

While each of these creatures dwells in different environments and has different capabilities, I believe they are linked due to their shared connection to the Ethereal Plane. In time, I foresee the naturalist community uncovering even more examples of what I propose calling "ethereal wildlife."

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HUNGRY PET

Baranthet brought back a chameleon from the Mauxi trip. Wanted to study it in the menagerie for a bit. The kid asked me to take care of feeding it. Poor thing must have been starving. I swear, no sooner do I fill its dish than the thing's empty again, and it just goes right back to eating. We'll need to stop to pick up more feed a whole two weeks early.

Ethereal Wildlife

The following animals all have ties to the Ethereal Plane.

Rift Chameleon

Rift chameleons are best known for their unsettling ability to swallow creatures significantly larger than themselves, thanks to a digestive tract that connects to its own pocket of the Ethereal Plane. When two or more rift chameleons remain in proximity for extended periods of time, their partially extradimensional nature begins to subtly warp the surrounding terrain. Direction and distance become confused to all but the lizards, making it easy for locals to get lost in places they once thought familiar.

RIFT CHAMELEON — CREATURE 3

UNCOMMON SMALL BEAST ETHEREAL

Perception +9; darkvision, scent (imprecise) 30 feet
Languages Aklo; can't speak any language
Skills Athletics +9, Stealth +10 (+13 to Hide), Survival +8
Str +4, **Dex** +2, **Con** +3, **Int** –2, **Wis** +1, **Cha** +3
Ethereal Camouflage A rift chameleon can Hide, even if it doesn't have cover, but it cannot be concealed from creatures on the Ethereal Plane.

AC 19, all-around vision; **Fort** +10, **Ref** +9, **Will** +8
HP 45

Speed 25 feet, climb 20 feet
Melee ❖ jaws +11, **Damage** 1d10+4 piercing plus Grab
Melee ❖ tail +11 (agile), **Effect** 1d8+4 bludgeoning
Melee ❖ tongue +11 (reach 10 feet), **Effect** tongue pull
Extradimensional Gullet (extradimensional) The rift chameleon's innards exist partially on the Ethereal Plane, allowing it to swallow any number of creatures, even ones larger than itself. Creatures that Escape or cut themselves free from the chameleon's stomach reappear in the Universe adjacent to the rift chameleon's position. Creatures cannot escape from the rift chameleon's gullet using teleportation effects unless those effects can also cross planar boundaries.
Flickering Dash ❖ (occult, teleportation) **Frequency** once per round; **Effect** The rift chameleon Strides twice. During this movement, it flits quickly between the Universe and the Ethereal Plane, gaining resistance 5 to physical damage.
Swallow Whole ❖ (attack) Large, 1d12+2 bludgeoning, Rupture 10 (page 213)
Tongue Pull Any creature hit by the rift chameleon's tongue is pulled adjacent to the chameleon. The creature is off-guard to the next Strike the rift chameleon makes against it this round.



RIFT CHAMELEON

Ghost Ape

Ghost apes are reclusive and territorial creatures that usually reveal themselves only when their homes are threatened. Most ghost apes will first attempt to use their imposing presence and natural teleportation to frighten and confuse their foes into fleeing. Ghost apes can speak but aren't particularly talkative, though they will, on rare occasions, treat with those who approach them with respect. Ghost apes can be powerful allies when motivated by a common cause, although they tend to be suspicious of outsiders, and their trust isn't easily earned.

GHOST APE — CREATURE 4

UNCOMMON LARGE BEAST ETHEREAL

Perception +14; darkvision, scent (imprecise) 30 feet
Languages Aklo
Skills Acrobatics +10, Athletics +14, Intimidate +10, Stealth +12, Survival +12
Str +5, **Dex** +2, **Con** +3, **Int** –1, **Wis** +4, **Cha** +2

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AC 20; **Fort** +14, **Ref** +10, **Will** +12
HP 65

Speed 30 feet, climb 30 feet
Melee ❖ jaws +14, **Damage** 2d8+5 piercing
Melee ❖ fist +14 (agile, reach 10 feet), **Damage** 1d10+5 bludgeoning
Ghost Stance ❖ (concentrate, illusion, occult, stance, visual) The ghost ape phases partially out of existence, its form blurring and becoming difficult to pinpoint. While in this stance, they are concealed to any creature that isn't adjacent to them. They can't use this concealment to Hide or Sneak. They also gain resistance 5 to physical damage. If the ghost ape takes force damage, this stance ends and they can't reenter it for 1d3 rounds.
Phantom Step ❖ (concentrate, teleportation) **Frequency** once per round; **Effect** The ghost ape moves quickly, passing through the Ethereal Plane. They teleport up to a distance equal to twice their Speed within their line of sight.
Terrifying Display ❖❖ (auditory, emotion, fear, mental) The ghost ape beats their chest in a terrifying display. Creatures within 30 feet must succeed a DC 20 Will save or become frightened 1 (or frightened 2 on a critical failure). While a creature is frightened by this ability, it's off-guard to the ape. On a success, the creature is temporarily immune for 1 minute.



THE BET

I didn't tell Grefu about the rift chameleon. Ten and I have a bet going on how long it'll take one of the scientists to tell him about its bottomless stomach—they think it'll take Chari a week to say something, but I know the Professor will notice Grefu's gone through his whole store of candied peanuts in a day or two.

Mist Bear

Like the mundane bears they resemble, a mist bear is motivated by simple pursuits, such as food. Unlike other ursines, the mist bear can dissipate into a cloud of ethereal vapor, greatly complicating the efforts of neighboring humanoids to keep their provisions safe from the creature's depredations.

Fortunately, the mist bear follows a predictable pattern of behavior, usually foraging within the Universe for only a few months every year to gorge itself. Once sated, it then enters a state similar to hibernation where it drifts through the Ethereal Plane as a cloud of intangible vapor.

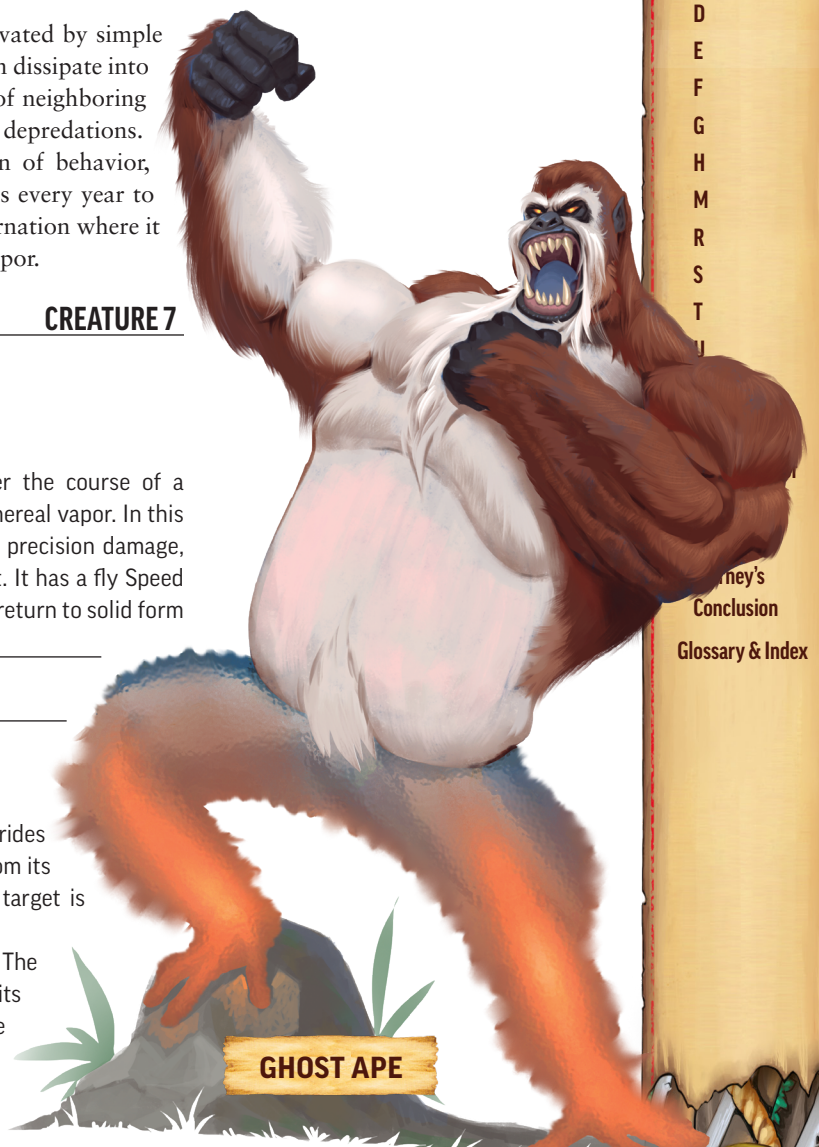
MIST BEAR — CREATURE 7

UNCOMMON | LARGE | BEAST | ETHEREAL

Perception +18; darkvision, scent (imprecise) 30 feet
Skills Athletics +17, Survival +15
Str +6, **Dex** +2, **Con** +5, **Int** –3, **Wis** +4, **Cha** +2
Mist Form (concentrate, exploration, occult, polymorph) Over the course of a minute, a mist bear can transmute its form into a cloud of ethereal vapor. In this state it has resistance 10 to physical damage, is immune to precision damage, and can't use any actions with the attack or manipulate trait. It has a fly Speed of 10 feet and can slip through tiny cracks. The mist bear can return to solid form as a single action.

AC 24; **Fort** +16, **Ref** +13, **Will** +15
HP 140

Speed 35 feet
Melee ❖ jaws +17, **Damage** 2d10+8 piercing
Melee ❖ claw +17 (agile), **Damage** 2d8+8 slashing plus Grab
Clouded Charge ❖❖ (concentrate, occult, visual) The mist bear Strides twice. During this movement, wisps of ethereal smoke trail from its body, making it concealed. The mist bear then Strikes. The target is off-guard to this attack if the bear moved at least 20 feet.
Misty Mauling ❖ (concentrate, occult, polymorph) **Requirements** The mist bear has a creature grabbed; **Effect** The mist bear digs its claws into the grabbed creature as it dissipates into mist. The grabbed creature takes 3d8 slashing damage (DC 25 basic Fortitude save). The mist bear gains the benefits of its Mist Form, Flies up to 10 feet, and then returns to its solid form.



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BEAUTIFUL SCALES

Whenever we'd spear a fish back home, we'd keep as many scales as we could. Make bracelets or pendants out of the biggest and shiniest ones. Not the most expensive gift, but something you caught, made with your own hands, and give to friends, that sort of thing. We could usually swap them on the trade spires with passing ships for some surface food (I got a month's worth of sweet potatoes for a swordfish necklace once! Sweet potatoes!)

Fish

These magnificent creatures hide beneath the surface of the calm lakes, flowing rivers, and vast seas. The water is their domain, and some are quite protective of their home.

Stonefish

Stonefish use their superior camouflage to lie in wait and devour small prey, becoming indistinguishable from the reefs they call home. Larger creatures are also at risk, although mostly through accidental contact with the stonefish's spines and their agonizing venom.

STONEFISH — CREATURE 0

TINY ANIMAL AQUATIC

Perception +7; low-light vision

Skills Acrobatics +7, Athletics +4, Stealth +9

Str +2, **Dex** +3, **Con** +2, **Int** –5, **Wis** +1, **Cha** –1

Camouflage The stonefish can Hide in its natural environment even if it doesn't have cover.

AC 16; **Fort** +9, **Ref** +6, **Will** +3

HP 15

Defensive Spines When a creature moves into a space with one or more stonefish, that creature takes 1d4 piercing damage and is exposed to stonefish venom.

Speed swim 25 feet

Melee ❖ bite +7 (finesse), **Damage** 1d6+2 piercing

Melee ❖ spines +6, **Damage** 1d4+2 piercing plus stonefish venom

Stonefish Venom (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 3 hours; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 2 (10 minutes); **Stage 3** 3d6 poison and clumsy 2 (1 hour)

Stonefish Swarm

Stonefish occasionally band together where food is abundant, filling all nooks and crannies of a coral reef. In large numbers, stonefish can take on prey much larger than themselves.

STONEFISH SWARM — CREATURE 2

LARGE ANIMAL AQUATIC SWARM

Perception +11; low-light vision

Skills Acrobatics +9, Athletics +6, Stealth +11

Str +2, **Dex** +3, **Con** +2, **Int** –5, **Wis** +1, **Cha** –1

AC 16; **Fort** +11, **Ref** +8, **Will** +5

HP 25; **Immunities** precision, swarm mind; **Resistances** bludgeoning 3, slashing 3; **Weaknesses** area damage 3, splash damage 3

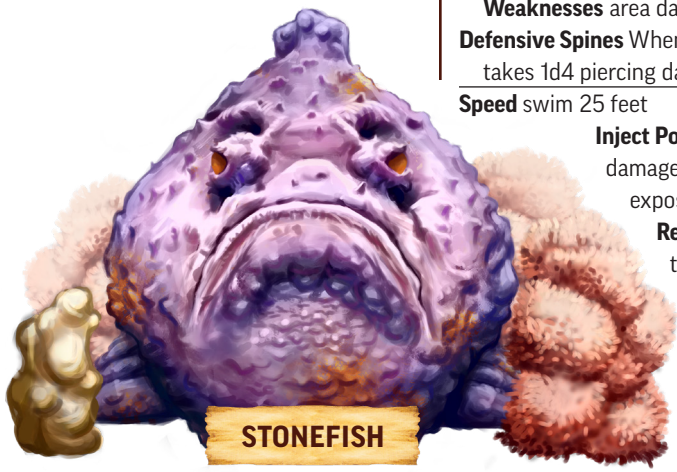
Defensive Spines When a creature enters the stonefish swarm's space, that creature takes 1d4 piercing damage and is exposed to stonefish swarm venom.

Speed swim 25 feet

Inject Poison ❖ Each enemy in the swarm's space takes 2d4 piercing damage (DC 18 basic Reflex save). Creatures that fail the save are exposed to stonefish swarm venom.

Reef Camouflage ❖ (concentrate) Until the next time it acts, the stonefish swarm appears to be a colorful coral reef. It has an automatic result of 26 on Deception checks and DCs to pass as a reef.

Stonefish Swarm Venom (poison) **Saving Throw** DC 18 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison and clumsy 2 (1 round); **Stage 3** 2d6 poison damage and clumsy 2 (1 round)



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Fangtooth School

The fearsome teeth of this fish are so massive that it's difficult for the creature to close its mouth. These fish must consider even much larger creatures as possible food, rising towards the surface during the darkness of night.

FANGTOOTH SCHOOL — CREATURE 3

LARGE ANIMAL AQUATIC SWARM

Perception +11; low-light vision, scent (imprecise) 120 feet, wavesense (precise) 15 feet
Skills Acrobatics +9, Athletics +5
Str –2, **Dex** +3, **Con** +2, **Int** –5, **Wis** +2, **Cha** –3
Sunless Sight While in bright light, the fangtooth fish school is blinded and slowed 1.
AC 18; **Fort** +11, **Ref** +10, **Will** +9
HP 40; **Immunities** precision, swarm mind; **Resistances** bludgeoning 5, piercing 2, slashing 5; **Weaknesses** area damage 5, splash damage 5
Speed swim 30 feet
Bite and Gnaw ❖ Each enemy in the school's space takes 2d8 piercing damage (DC 19 basic Reflex save).

Swordfish

Contrary to popular belief, the bill of the swordfish is not used for impaling its prey, but to stun or slash. Specialized organs help keep it warm in the coldest waters, increasing its already considerable speed and reflexes.

SWORDFISH — CREATURE 3

LARGE ANIMAL AQUATIC

Perception +11; low-light vision
Skills Acrobatics +10, Athletics +12
Str +5, **Dex** +3, **Con** +1, **Int** –4, **Wis** +2, **Cha** +0
AC 18; **Fort** +10, **Ref** +12, **Will** +7
HP 50
Warm Brain ↷ **Requirement** The swordfish is in cold water; **Trigger** The swordfish rolls initiative; **Effect** The swordfish Seeks or Swims.
Speed swim 60 feet
Melee ❖ bill +12 (sweep), **Damage** 1d10+5 slashing
Fast Sweep ❖ **Frequency** once per turn; **Effect** The swordfish makes two bill Strikes against two adjacent targets, with a +1 circumstance bonus to its attack rolls.

Giant Fangtooth

A single bite from this creature's signature fangs can cause death by blood loss within minutes; what's worse, the giant fangtooth is willing to attack creatures far larger than itself.

GIANT FANGTOOTH — CREATURE 4

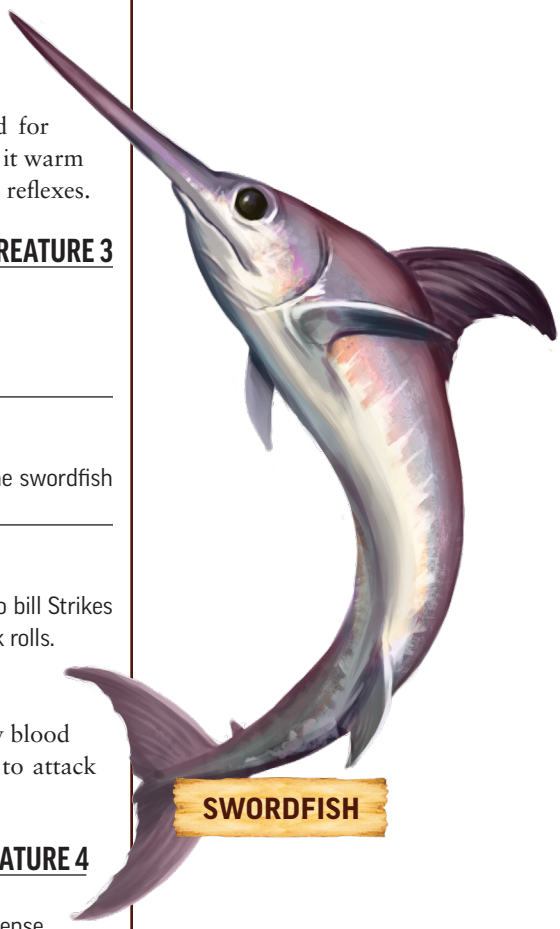
MEDIUM ANIMAL AQUATIC

Perception +14; low-light vision, scent (imprecise) 120 feet, wavesense (precise) 30 feet
Skills Acrobatics +11, Athletics +14
Str +5, **Dex** +2, **Con** +3, **Int** –5, **Wis** +2, **Cha** –1
Sunless Sight In an area of bright light, the giant fangtooth is blinded and slowed 1.
AC 20; **Fort** +14, **Ref** +11, **Will** +8
HP 75
Speed swim 35 feet
Melee ❖ bite +15, **Damage** 2d8+5 piercing plus deep puncture and Grab
Deep Puncture Creatures critically hit by the fangtooth's bite take an additional 1d8 persistent bleed damage.
Constrict ❖ 2d8 piercing, DC 21



FANGED HUNTERS

Oh, fangtooths! I've always been terrified of the things, but my uncle used them when hunting to flush out worse threats, like giant squid—turns out, their camouflage isn't much good against a fangtooth's nose. Still, always best to stay near the everlights on a new moon night when the deep fish start to stir...



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WHISTLING

There are some sounds you don't want to hear in the middle of a jungle, like the whistling of a kettle. Flynketts make that noise right before they're about to spit. Once, while patrolling camp just before dawn, I heard a flynkett whistle right on the outskirts! I came charging in and near gave the Professor a face full of deterrent flares—would you believe he brings a whole portable tea set with him on away missions?

Flynkett

The piercing whistle of the flynkett can often be heard over the harsh jungle rains, shrieking dissonantly when its cries combine with others of its pack. Although generally effective as a warning to nearby predators, these sharp cries also serve as a lure for reckless alchemists eager to study the creature's potent enzymes.

Flynketts' name, most theorize, is a corruption of "flinging kettle" or "flying kettle." They can't truly fly, instead using their skin flaps to glide in a manner similar to flying squirrels. However, the primary use of their skin flaps isn't for movement, but digestion. When it rains, flynketts roll up their loose skin, creating a crude sort of kettle in which to catch precipitation. The remarkable creatures' acid combines with the falling water to break down wood, soil, or even rocks into a nutritional stew. Therefore, the flynkett can flourish when introduced to any environment with frequent rain, something solid to stand on, and a lack of natural predators.

Although their acid can be harvested without harming a flynkett, the creatures rarely cooperate. If disturbed, particularly in the middle of feeding, they release clouds of acidic steam. They're also capable of spitting the fluid with deadly accuracy. Thankfully for those who run afoul of them, flynketts have no use for corpses and will generally break off pursuit when the interloper leaves their territory.

Several organizations and individual scholars have desperately sought to domesticate flynketts for use in alchemical production. To date, none of these efforts have been successful, though several abandoned labs still contain aggressive packs of flynketts who protect their new territory with ferocious tenacity.

FLYNKETT CREATURE 3

SMALL ANIMAL

Perception +9; low-light vision

Skills Acrobatics +11, Athletics +9, Stealth +11

Str +2, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 19; **Fort** +10, **Ref** +11, **Will** +7

HP 60; **Resistances** acid 6

Spill (acid) ↷ **Requirements** The flynkett is Kettled Up; **Trigger** The flynkett takes physical damage or is knocked prone; **Effect** The flynkett spills the contents of its full skin flaps, releasing its digestive juices in a cloud of acidic vapor that deals 2d8 acid damage to all non-flynkett creatures within 20 feet (DC 18 basic Fortitude save). If the flynkett was boiling, the damage is increased to 4d8.

Speed 25 feet, climb 15 feet

Melee ❖ claw +9 (agile), **Damage** 2d4+4 slashing

Ranged ❖ acid spit +11 (acid, range 40 feet), **Damage** 1d8 persistent acid

Glide (move) ❖ The flynkett stretches its flaps to glide through the air. It moves 5 feet down and up to 25 feet forward through the air. The flynkett can remain in the air long as it spends at least 1 action Gliding each round and does not Kettle Up.

Kettle Up ❖❖ The flynkett uses its skin flaps to form a crude kettle. While Kettled Up, the flynkett can't use its claw Strike or take move actions. If the flynkett has been Kettled Up for 1 minute or longer, and its kettle is full of water (usually due to the flynkett being in the rain), the flynkett's kettle begins to boil, emitting a piercing whistle that causes all creatures within 30 feet to take a –2 penalty to Perception checks to hear sources other than the flynkett; this is an auditory effect. The flynkett can stop Kettling Up as a free action.



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Frog

Scholars know of the adaptability of these creatures, but still they surprise.

Sporeback Frog

This burrowing frog digs itself into moist earth so poisonous moss and toxic mushrooms can grow on its body.

SPOREBACK FROG — CREATURE 5

LARGE ANIMAL

Perception +12; low-light vision
Skills Acrobatics +10, Athletics +12 (+16 to High Jump or Long Jump), Stealth +13,
Str +4, **Dex** +3, **Con** +5, **Int** –4, **Wis** +2, **Cha** +1

AC 21; **Fort** +15, **Ref** +12, **Will** +9
HP 94; **Weaknesses** fire 4; **Resistances** poison 8

Speed 25 feet, burrow 20 feet
Melee ❖ jaws +13, **Damage** 2d8+6 piercing plus Grab
Melee ❖ tongue +15 (reach 15 feet), **Effect** seed spores
Seed Spores A creature hit by the sporeback frog's tongue Strike takes 1d6 persistent poison damage as fungal spores begin to grow.
Soporific Spores ❖❖ (mental, poison) The sporeback frog shakes the plants and fungi on its back until they emit a cloud of spores in a 20-foot emanation. All creatures in the area must succeed a DC 22 Fortitude save or become clumsy 2 and stupefied 2 for 1 minute (clumsy 3 and stupefied 3 on a critical failure). This ability can't be used again for 1d4 rounds.

Concert Frog

These massive frogs store their eggs inside their stomach. When an egg hatches, the froglet crawls its way up into its parent's mouth to add its celebratory chirps and croaks to the family's song.

CONCERT FROG — CREATURE 8

HUGE ANIMAL

Perception +16; darkvision
Skills Acrobatics +16, Athletics +16 (+20 to High Jump or Long Jump), Performance +19, Stealth +12
Str +5, **Dex** +3, **Con** +6, **Int** –4, **Wis** +2, **Cha** +4

AC 27; **Fort** +19, **Ref** +13, **Will** +16
HP 150 (frog), 25 (froglets); **Immunities** area damage (froglets)
Three-Frog Orchestra The concert frog has three froglets perched behind its lips, each of a different color. A creature can specifically target a froglet. If any froglets have died, the concert frog attempts a DC 11 flat check at the end of its turn; on a success, new froglets hatch in its stomach and emerge at the concert frog's lips.

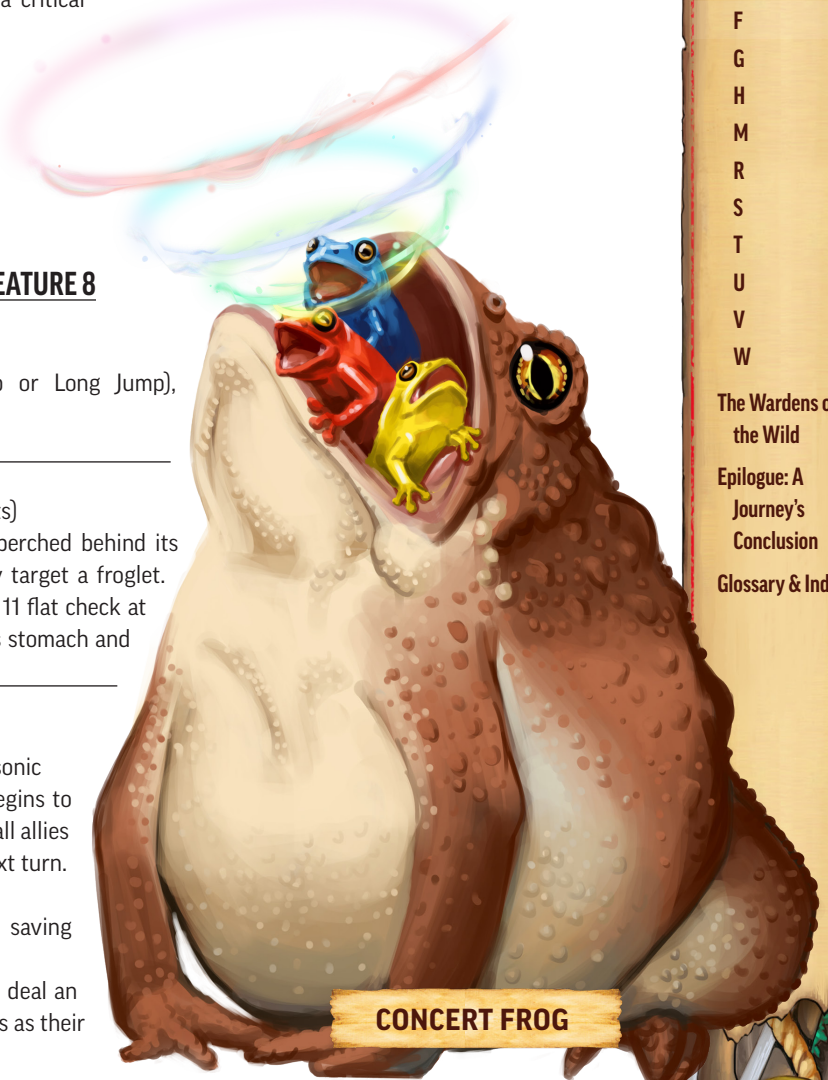
Speed 25 feet, swim 25 feet
Melee ❖ jaws +18, **Damage** 2d11+11 piercing
Ranged ❖ croak +17 (sonic, range 30 feet), **Damage** 2d8+9 sonic
Conduct ❖ (auditory, mental, primal) One of the froglets begins to sing, granting one of three effects to the concert frog and all allies within 60 feet until the beginning of the concert frog's next turn.

- **Red** Grants a +10-foot status bonus to their Speeds.
- **Blue** Grants a +1 status bonus to AC and Fortitude saving throws.
- **Yellow** Allies gain a +1 status bonus to attack rolls and deal an additional 1d4 sonic damage on successful melee Strikes as their attacks resonate.



SOOTHING NOTES

It's important to care for not just the body, but the mind as well. However, it's not always easy to tell what the mind needs (at least when someone's burned you know to apply witchwarg ointment!) These concert frogs are interesting, though. It looks like the little ones can raise the spirits or even fortify the body just by harmonizing in certain ways. I suppose that makes sense. I know I've had my day perked up when Lythea leads a song after supper.



CONCERT FROG

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NATURAL CONDUCTORS

Inventors often seek out the copper-colored scales surrounding the mouth of a coppermouth snake as the scales have the capacity to channel electricity with minimal disruption. The aggressive nature of coppermouths makes acquiring these scales difficult; however, they do seem to naturally shed them right before the rainy season—an excellent time to collect samples!

Galvanoscale

An interesting characteristic among a number of Golarion's reptiles is their capacity to generate or manipulate electrical current. While there doesn't seem to be a single reason for this quality, enough species possess it for scholars to have created a category of reptiles known as galvanoscales.

Magnetic Gecko

Metal objects seem to gravitate to this otherwise innocuous gecko. Its fondness for refined metals often leads the reptile to settle close to large settlements.

MAGNETIC GECKO **CREATURE 1**

SMALL ANIMAL

Perception +10; low-light vision, greater electrolocation 20 feet

Skills Acrobatics +6, Athletics +6 (+8 to Climb), Stealth +6

Str +2, **Dex** +3, **Con** +4, **Int** –4, **Wis** +2, **Cha** –1

Greater Electrolocation A magnetic gecko can sense minute electrical charges in living creatures, which it can use as a precise sense at a range of 20 feet. This distance increases to 100 feet against any creature that has used an electricity effect within the last minute.

Uncanny Climber A magnetic gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. If a gecko attempts an Athletics check to Climb and critically fails, it gets a failure instead.

AC 15; **Fort** +10, **Ref** +7, **Will** +4

HP 20; **Immunities** electricity

Speed 30 feet, climb 30 feet

Melee ❖ jaws +7, **Damage** 1d6+2 piercing

Melee ❖ tongue +7 (electricity, finesse, reach 10 feet), **Damage** 2d4 electricity plus static cling

Launch Metal ❖❖ The gecko repulses the metal attached to its body in all directions, dealing 2d6 bludgeoning damage (DC 17 basic Reflex save) to all creatures in a 10-foot emanation. The gecko can't use Launch Metal again for 1d4 rounds.

Repel ❖ The gecko manipulates its magnetic field to repel metal, humming audibly and gaining resistance 2 to damage from metal weapons and metal effects until the beginning of its next turn.

Static Cling If the gecko hits Small or smaller creature with its tongue, and the target is made of metal or is wearing metallic armor, the gecko's tongue latches on to the creature. The creature must attempt a DC 17 Reflex save or become grabbed. While the gecko is Grabbing a creature in this way, it can attempt an Athletics check against the target's Fortitude DC to pull the creature to a space adjacent to the gecko. A creature grabbed in this way can Escape normally.



MAGNETIC GECKO

Giant Coppermouth

Coppermouths are fierce and aggressive, even when alone, relying on their venom and ability to manipulate bioelectric impulses.

GIANT COPPERMOUTH **CREATURE 7**

MEDIUM ANIMAL

Perception +18; low-light vision, greater electrolocation 20 feet, scent (imprecise) 30 feet

Skills Acrobatics +17, Athletics +14, Stealth +17, Survival +15

Str +3, **Dex** +6, **Con** +4, **Int** –4, **Wis** +4, **Cha** –2

Deep Breath The giant coppermouth can hold its breath for 1 hour.

Greater Electrolocation As magnetic gecko.

AC 25; **Fort** +15, **Ref** +18, **Will** +12

HP 115; **Immunities** electricity

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Speed 30 feet, climb 20 feet, swim 20 feet
Melee ◆ fangs +18 (electricity, finesse), **Damage** 2d8+6 piercing plus 1d4 electricity and coppermouth venom
Coppermouth Venom (electricity, poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and 1d6 electricity (1 round); **Stage 2** 2d6 poison and 1d6 electricity and clumsy 1 (1 round); **Stage 3** 2d6 poison and 2d6 electricity and clumsy 2
Quickening Jolt ◆◆ (electricity) The coppermouth manipulates its own nervous system by increasing its reaction time, Striding and making two Strikes against different targets during the movement. Both attacks count toward its multiple attack penalty, but the penalty doesn't increase until after it has made both attacks.
Venomous Spit ◆◆ (electricity, poison) The coppermouth unleashes a stream of electrified venom in a 30-foot line. The venom deals 8d6 electricity damage (DC 22 basic Reflex save) and creatures that take damage from the venom are immediately exposed to coppermouth venom. The copper mouth can't use Venomous Spit again for 1d4 rounds.

Lightning Turtle

Lightning turtles have a reputation as kind protectors of those lost or injured at sea. Their unique ability to promote healing by stimulating the body's natural bioelectricity has led to many attempts over the year to domesticate the creatures, but none have been successful.

LIGHTNING TURTLE — CREATURE 12

LARGE ANIMAL

Perception +22; low-light vision, greater electrolocation 20 feet
Skills Athletics +25
Str +5, **Dex** +1, **Con** +7, **Int** –4, **Wis** +4, **Cha** +1
Deep Breath The lightning turtle can hold its breath for 30 minutes.
Greater Electrolocation As magnetic gecko.

AC 34; **Fort** +25, **Ref** +19, **Will** +22
HP 190; **Immunities** electricity
Shell Shock ↻ (electricity, nonlethal) **Trigger** A lightning turtle is hit by a melee or an unarmed attack; **Effect** The lightning turtle releases some of its stored electrical power, inflicting 7d6 electricity damage to the creature attacking it.

Speed 15 feet, swim 30 feet
Melee ◆ jaws +24 (electricity), **Damage** 2d12+5 piercing plus 2d6 electricity
Ranged ◆ electrical burst +22 (electricity, range 60 feet), **Damage** 4d10 electricity
Healing Pulse ◆◆◆ (electricity, healing, primal) The lightning turtle releases a pulse of low-intensity electricity from its body to promote healing. This restores 5d8 Hit Points to the turtle and each living ally within 10 feet, including creatures normally immune to electricity. The turtle can't use Healing Pulse again for 1 minute and is temporarily immune to the Healing Pulse of any lightning turtle for 1 minute.
Sparking Shell ◆ The lightning turtle withdraws into its shell. This increases its AC to 36, but it can't act except to use Shell Shock or reemerge as a single action. While in its shell, the turtle's Shell Shock deals another 4d6 damage and loses the nonlethal trait.

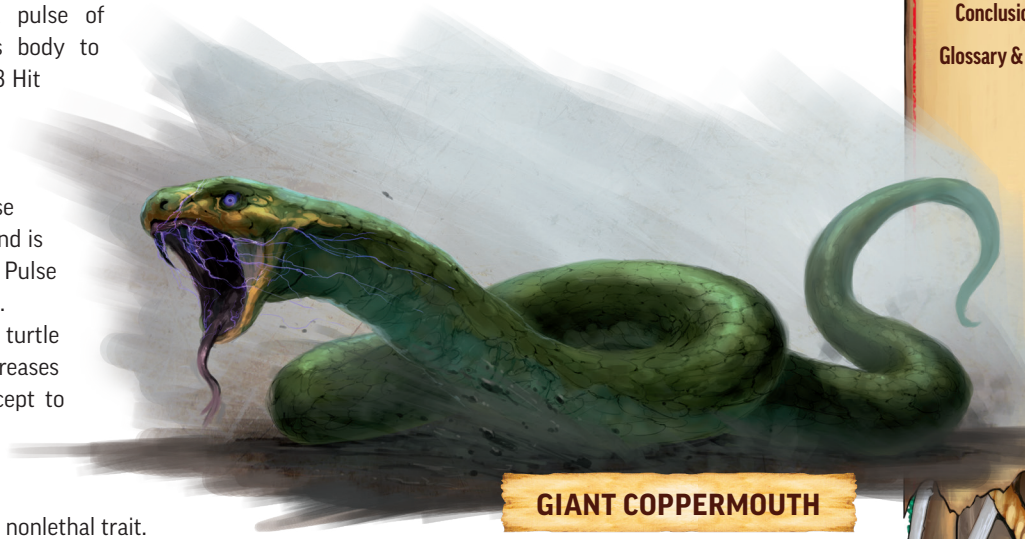


HEALING ENERGY

not all surface dwellers can absorb magic but it seems like some types still help them feel better when theyre not well like electric power

i saw doctor pom introduce telero to a lightning turtle bath when he had hurt his hoof and it seemed like he could move better afterwards

so a few weeks later when he sprained his arm i touched a bottled lightning jar to his arm



GIANT COPPERMOUTH

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FLEXIBLE METAL

metal plates on gorgons are fascinating

theyre both durable enough for protection but pliable and light enough that a stony bat can fly with them

possibly can be used as a new alloy for the ships wing struts



STONY BAT

Gorgon

Gorgons are a broad group of animals that share a few peculiar traits. All gorgons are covered in armored plates and breathe petrifying gases. Other than these features, gorgons can resemble almost any animal. While some gorgons may seem like less physically imposing creatures, they should never be underestimated. Gorgons are canny hunters, and even a small puff of their breath can immobilize almost any prey.

Stony Bat

These creatures resemble chubby bats covered in small overlapping metal plates. They can't exhale enough petrifying gas to paralyze a normal-sized humanoid, but it's effective on their usual prey of insects and other small animals, which they petrify before consuming. However, stony bats have learned how to use their petrification gas to defend themselves against larger creatures, freezing a limb or raining down pebbles of petrified water vapor. Further, they can work together to bring down larger creatures, petrifying and consuming them limb by limb.

Stony bats generally live in caves in large groups, though they frequently fly out in small numbers for hunting. They typically aren't aggressive against non-prey they encounter outside, though they're very protective of their caves. Oreads and others who don't fear petrification sometimes keep stony bats as pets.

STONY BAT — CREATURE 3

UNCOMMON SMALL BEAST

Perception +11; echolocation (precise) 30 ft

Skills Acrobatics +11, Stealth +11

Str +2, **Dex** +4, **Con** +2, **Int** –3, **Wis** +2, **Cha** +1

Echolocation The stony bat can use hearing as a precise sense with the listed range.

AC 18; **Fort** +9, **Ref** +11, **Will** +7

HP 48; **Immunities** petrification

Speed 15 feet, fly 30 feet

Melee ◆ jaws +11 (finesse), **Damage** 2d8+2 piercing plus stone feast

Petrify Vapor ◆◆ (earth, primal) The stony bat breathes petrifying gas in a 15-foot cone, too thin to harm creatures in the area. However, it petrifies ambient moisture, raining down a cascade of tiny stones onto any creatures in the space directly below the cone. The falling rocks deal 4d6 bludgeoning damage (DC 20 basic Reflex save). The stony bat can't use Petrify Vapor again for 1d4 rounds.

Petrify Body Part ◆◆ (earth, primal) The stony bat breathes a puff of petrifying gas onto an adjacent creature, targeting a specific body part. The target must succeed at a DC 20 Fortitude save or be partially petrified for 1 minute, with an effect varying with the body part targeted.

- **Face** The creature's face stiffens and a film of stone partially blocks its vision. It is dazzled.
- **Hand** One of the creature's hands is petrified. It cannot Release items from that hand or use the hand for fine manipulation. Attack rolls with weapons held in that hand take a –2 status penalty.
- **Leg** A patch of the creature's leg becomes inflexible and heavy. It takes a –10 status penalty to its Speed. If all of the creature's legs become petrified in this way, the creature's Speed is reduced down to 5 feet. At the GM's discretion, a creature with movement that doesn't rely on legs, such as creatures that Fly with wings, don't take a penalty to these other Speeds.

Stone Feast The stony bat specifically targets petrified body parts, which it can consume, unlike flesh. The stony bat's jaws deal an extra 1d6 damage against a creature that has been petrified, either partially or completely, and ignore the Hardness of petrified creatures.

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Plated Python

One of the most fearsome gorgons is the gigantic plated python, covered from nose to tail in large metallic scales. Rather than the venom used by many other snakes, its breath turns both creatures and objects into stone. While this poses the most danger to the prey caught in its jaws, it can also transform large areas to brittle and lifeless stone that the snakes can easily tunnel through.

Plated pythons typically live in pairs or trios and are extremely territorial. The fights between plated pythons over territory are vicious and tend to leave long-lasting effects on the landscape. They defend their territory aggressively against other creatures they see as a threat, including people and large animals. Their habitats can be identified by the stone tunnels left behind by their burrowing, and wary travelers use these as a sign to change course. Particularly bold adventurers might try to use the tunnels for passage, protected as they are from elements and other wildlife, but they do risk coming face to face with a plated python.

PLATED PYTHON — CREATURE 12

UNCOMMON HUGE BEAST

Perception +24; darkvision
Skills Athletics +25
Str +7, **Dex** +4, **Con** +6, **Int** –3, **Wis** +6, **Cha** +3

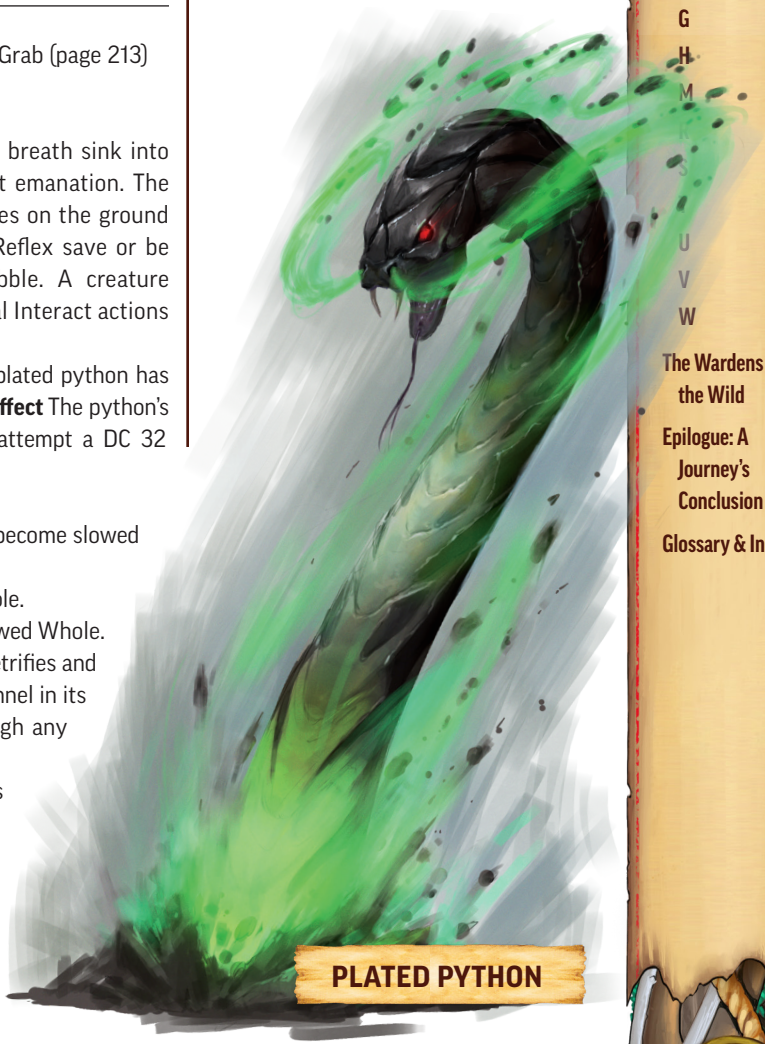
AC 33; **Fort** +24, **Ref** +20, **Will** +22
HP 215; **Immunities** petrification

Speed 40 feet, burrow 30 feet, climb 30 feet; stone tunnel
Melee ◆ jaws +24 (reach 15 feet), **Damage** 3d10+10 piercing plus Grab (page 213)
Melee ◆ tail +24 (reach 15 feet), **Damage** 3d8+10 bludgeoning
Constrict ◆ 2d10+10 bludgeoning, DC 32 (page 212)
Crumbling Earth ◆◆ (earth, primal) The plated python lets its breath sink into the ground, transforming it to brittle stone within a 30-foot emanation. The stone is difficult terrain to all other creatures. Other creatures on the ground in this area when it transforms must succeed at a DC 29 Reflex save or be immobilized as the stone beneath them crumbles to rubble. A creature immobilized in this way can Escape normally or use three total Interact actions to dig themself free.
Petrify Prey ◆ (earth, incapacitation, primal) **Requirements** The plated python has a creature grabbed; **Trigger** The plated python begins its turn; **Effect** The python's breath seeps into the grabbed creature. That creature must attempt a DC 32 Fortitude save.
Critical Success The creature is unaffected.
Success The creature's body hardens and stiffens, causing it to become slowed 1 for 1 round.
Failure The creature is petrified for 1 round and Swallowed Whole.
Critical Failure The creature is petrified permanently and Swallowed Whole.
Stone Tunnel When a plated python burrows through ground, it petrifies and destroys the material in front of it, leaving a 5-foot diameter tunnel in its wake. A plated python doesn't need to Squeeze to pass through any space at least that wide.
Swallow Whole ◆ (attack) Large, 3d10+5 acid, Rupture 20; this damage ignores the hardness of petrified creatures. (page 213)
Towering Bite ◆◆ The plated python lunges to its full length, making a jaws Strike with a reach of 60 feet. If the Strike hits, its target is grabbed and pulled to an empty space adjacent to the plated python. The python can attack through any material it can burrow through, leaving a stone tunnel as normal.



TUNNELS IN MAZES

I'd never seen a plated python in the wild before, but the maze we used as a nursery back home was built through some old plater tunnels. You'd see these tiny holes through all the walls, and I remember the teachers were too big to fit into them, so it was a good place to learn your directions.



PLATED PYTHON

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Regarding the Griffon

The Griffon Mythos

Ah, the magnificent griffon. I have struggled to find a corner of Golarion where stories of griffons do not circulate, so ubiquitous has their presence become. Yet, in all my research—be it adventurer chronicles, firsthand narratives, or scholarly records—none seem to agree on the origin of the creature.

Druids of the Verduran Forest believe the creatures' magic to be of primal origin, with griffons being created to protect the wild places from violent encroachment. After our journey, I'm forced to give more credence to those planar scholars who adamantly assert that griffons were created in the First World, a wild experiment in predatory recombination. The most common theory, however, is that of a wizard or other arcane practitioner who sought to craft a suitably powerful animal protector, combining the majesty of an eagle with the fierce strength of a lion.

More Lion or Less Eagle?

The question arises, then, not only of how this hybrid creature reproduced following its creation, but how it did so with such fervor that it is now a creature that can be found across all of Golarion. The sheer profundity of the animal indicates that either it has some natural origins or was copied repeatedly once created. Magical remnants or First World interference might also account for notable variation in whether their avian components come from an eagle, hawk, or even a snowy owl.

Even more curious are the breadth of behavioral differences. Although their diets are mostly carnivorous, griffons in different regions display different hunting schedules. Nesting habits are equally diverse, despite the common sights of molted feathers and regurgitated bone; some griffons nest in surface caves, while others nest within forest canopies.

Yet, as amazing as these perfectly terrifying creatures are, they pale in comparison to my most recent discovery—an enormous griffon, easily reaching a height of 15 feet at the shoulder and nearly triple that in wingspan. It emerged into my sight unexpectedly, flying across the treetops on razor-feathered wings sprouting from its torso with secondary talons jutting from the joints of its forelimbs, clutching the limp body of a black bear in its talons. Upon spotting our ship, it stopped and perched atop a massive tree, tracking our flight across its home. I felt simultaneously an urge to study it, and to never again be near it.

I admit, studying these variants has led me to entertain fantastical notions. If griffons have been so successful in surviving, could there feasibly be yet more potential combinations? Perhaps a duck/dog, sparrow/bear, or even a raven/whale? And if people can be afflicted with a curse of the werebear, could there perhaps be a similar curse of the griffon? Could that large griffon, which I have temporarily dubbed the ascendant griffon, perhaps be a direct line to the first griffon created?

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Griffon, Ascendant

This griffon is aptly named for both its majestic appearance in flight and its increased ferocity over the common griffon. Despite its size, the sheer muscle mass present in this creature makes flight seem effortless, if preposterous. It makes its home among the canopies of the most ancient forests and atop the peaks of the greatest mountains, hunting its prey from above with silent and deadly accuracy. The ascendant griffon prefers to hunt other large creatures within its territory, such as bears, but they will not hesitate to attack smaller prey they perceive as a threat to their territory. Whether an ascendant griffon is a new evolutionary development or a throwback to a more primeval version of the creature is difficult to determine. Further research into these exceptional creatures may provide insight into their origins and perhaps the origins of all griffons.

ASCENDANT GRIFFON — CREATURE 11

RARE HUGE ANIMAL

Perception +25; darkvision, scent (imprecise) 120 feet
Skills Acrobatics +23, Athletics +23, Intimidation +25, Stealth +21, Survival +22
Str +7, **Dex** +6, **Con** +5, **Int** –4, **Wis** +3, **Cha** +7

AC 30; **Fort** +21, **Ref** +24, **Will** +18
HP 210

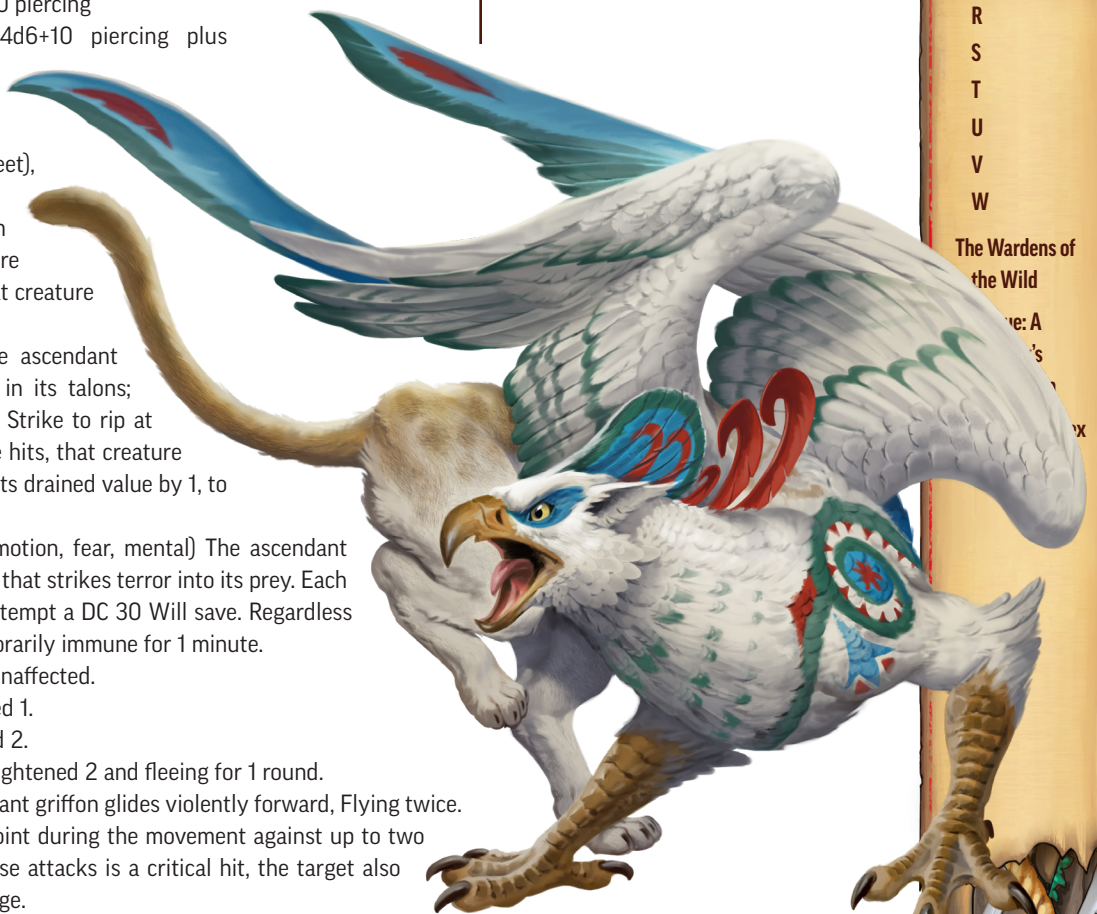
Dread Gaze ↷ **Trigger** A creature ends a move action within 30 feet of the ascendant griffon; **Effect** The ascendant griffon turns its head to stare down the triggering creature, and attempts to Demoralize it. This use of Demoralize has the visual trait rather than the auditory trait, and the griffon does not take a penalty on its check for not sharing a language.

Speed 25 feet, fly 40 feet
Melee ❖ beak +24, **Damage** 4d8+10 piercing
Melee ❖ talon +24, **Damage** 4d6+10 piercing plus Improved Grab
Melee ❖ wing +24 (agile), **Damage** 4d6+10 slashing
Ranged ❖ feather +25 (range 60 feet), **Damage** 2d8+10 piercing
Carry Off An ascendant griffon can Fly at full speed with a creature grabbed in its talons, moving that creature along with it.
Disembowel ❖ **Requirements** The ascendant griffon has a creature grabbed in its talons; **Effect** The griffon makes a beak Strike to rip at the flesh of its prey. If the Strike hits, that creature becomes drained 1 (or increases its drained value by 1, to a maximum of 4).
Terrifying Screech ❖ (auditory, emotion, fear, mental) The ascendant griffon unleashes a fearsome cry that strikes terror into its prey. Each creature within 100 feet must attempt a DC 30 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.
Critical Success The creature is unaffected.
Success The creature is frightened 1.
Failure The creature is frightened 2.
Critical Failure The creature is frightened 2 and fleeing for 1 round.
Razor-Edged Flight ❖❖ The ascendant griffon glides violently forward, Flying twice. It makes a wing Strike at any point during the movement against up to two different targets; if either of these attacks is a critical hit, the target also takes 2d6 persistent bleed damage.



SHADOW ABOVE

I've heard of people training common griffons as steeds, but these white and green ones are another game entirely. If you see a shadow on the ground with those long trailing feathers to either side, run for cover as fast as you can. VERY territorial!



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MOLE REMOVAL

Oh, hardhead moles! Back before I was fully me, I remember my burrow near a gnome village. The children there loved to play with the hardhead moles. It's clear now, thinking back on it, that the ever-changing colors and loop of hiding and discovery helped the gnomes stave off the Bleaching. I don't blame them—the creatures are such fun!

Hardhead Mole

Mischievous, burrowing hardhead moles reside mainly in the grasslands and plains. One can often spot their burrowing by following the upended ground they leave behind, which can span for hundreds of feet. Their signature physiological feature is a shiny, gem-like cranium that's thick enough to endure repeated hits and emits a flash of colorful light with each impact.

Agrarian gnome communities have a close relationship with hardhead moles. Gnome children especially hold a great fondness for the creatures, and indeed, gave them their name. When they wander into the fields to play with these moles—typically by hitting them with small sticks, mallets, or any semi-blunt object—the moles are more than happy to oblige, darting from burrow to burrow with every sparkling blow in friendly games of hide-and-seek or tag.

Perhaps the most famous hardhead mole is the gnome goddess Nivi Rhombodazzle's planar servitor Rummbrrlar, a hardhead mole imbued by Nivi with the powers of an earth elemental. Long ago, the mighty mole was slain while rescuing children from a Nivian orphanage. As a reward for his selfless actions, Rummbrrlar was transformed into a planar servitor with diamond skin and the ability to grow as large as a mighty dragon. When communities shared by gnomes and hardhead moles are threatened, Rummbrrlar often appears to whisk bystanders to safety in the face of natural hazards or stand guard against monstrous threats. For this reason, hardhead moles are seen as a good omen and a symbol of protection in gnome communities.

The average hardhead mole grows up to about 3 feet in length, but some become shorter as they age, their hard skulls flattening slightly after years of entertaining young gnomes. As they play, their heads (and the flashes of light they emit) darken in color, spanning shades of pink, red, crimson, and mauve; at seeing these darker hues, gnomes often give the moles some time to recover, as this indicates that a mole's cranium isn't getting enough blood flow. Though mischievous, hardhead moles are otherwise docile and friendly creatures. If placed in a fight-or-flight situation, they escape by creating deep networks of tunnels, which can span up to hundreds of feet in any direction.

HARDHEAD MOLE — CREATURE 0

SMALL ANIMAL

Perception +6; low-light vision, tremorsense (imprecise) 30 feet
Skills Athletics +5, Stealth +5, Survival +6
Str +2, **Dex** +3, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 15; **Fort** +5, **Ref** +8, **Will** +4
HP 20; **Resistances** bludgeoning 3

Burrowing Retreat ↷ (move) **Trigger** The hardhead mole is hit by a Strike; **Effect** The hardhead mole immediately Burrows to a burrow hole if there is one within 20 feet. This movement doesn't trigger reactions.

Speed 20 feet, burrow 20 feet
Melee ❖ jaws +4, **Damage** 1d6+2 piercing
Shovel Earth ❖ (manipulate) The hardhead mole leaves a burrow hole in its square or an adjacent square. The square becomes difficult terrain but can be flattened back into normal terrain with an Interact action.
Unbalancing Burrow ❖❖ (move) The hardhead mole Burrows up to 20 feet in a straight line, displacing the earth on the surface. Any creature it passes through takes 1d6 bludgeoning damage (DC 14 basic Reflex save). On a failed save, a creature is knocked prone. This creates a burrow hole at the beginning and end of the line.



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Hexmoth

At first glance, hexworms appear to be nondescript grubs, but their ability to sense and consume magic quickly becomes clear. They grow rapidly, devouring the power in witches' huts, arcanists' studies, and magical glades at an alarming rate before spinning cocoons and emerging as beautiful, varied hexmoths. Some have a taste for particular types of magic, like fire spells or primal magic.

Hexworm

These gray larvae inch across the ground with an instinct to feed on magic.

HEXWORM — CREATURE 4

TINY ANIMAL

Perception +10; arcanosense (precise) 60 feet
Skills Acrobatics +10, Arcana +12, Stealth +9
Str +2, **Dex** +4, **Con** +3, **Int** –5, **Wis** +1, **Cha** +0
Arcanosense A hexworm can sense sources of magic at the listed range as though it has a 4th-rank *detect magic* constant innate spell.

AC 20; **Fort** +11, **Ref** +14, **Will** +6
HP 45; **Resistances** arcanovore
Arcanovore A hexworm has resistance 5 against all damage caused by spells.

Speed 20 feet
Melee ❖ mandibles +8, **Damage** 2d6+2 piercing plus Arcane Consumption
Arcane Consumption ❖ The hexworm attempts to consume the magic of an adjacent magical effect or unattended magic item. It attempts a counteract check against the target with a +11 modifier. On a success, the magical effect ends. A magic item instead becomes a mundane item for 1 round. The hexworm gains 2d8 Hit Points.
Arcanotaxis ◈ **Requirements** The hexworm has detected a source of magic with its arcanosense; **Trigger** The hexworm's turn begins; **Effect** The hexworm Strides up to its Speed toward the nearest source of magic it can detect.

Hexmoth

A hexworm, upon consuming a sufficient quantity of magic, will spin a cocoon of magically infused silk, metamorphosing into its imago form.

HEXMOTH — CREATURE 8

SMALL ANIMAL

Perception +19; arcanosense (precise) 120 feet
Skills Acrobatics +16, Arcana +18, Stealth +14
Str +3, **Dex** +6, **Con** +3, **Int** –4, **Wis** +1, **Cha** +2
Arcanosense As hexworm.

AC 27; **Fort** +19, **Ref** +16, **Will** +11
HP 105; **Immunities** advanced arcanovore
Advanced Arcanovore A hexmoth has resistance 10 against all damage caused by spells. It's immune to one type of energy it consumed most as a hexworm, typically acid, cold, electricity, fire, or sonic.

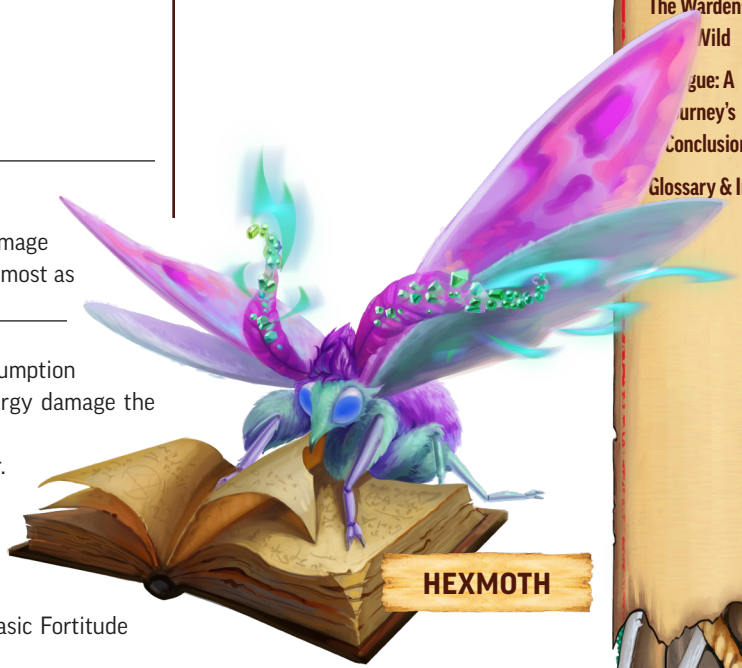
Speed 20 feet, fly 40 feet
Melee ❖ proboscis +13, **Damage** 2d10+9 piercing plus Arcane Consumption
Ranged ❖ hexbolt +13 (range 30 feet), **Damage** 2d8+6 of the energy damage the hexmoth is immune to
Arcane Consumption ❖ As hexworm, but a +16 counteract modifier.
Arcanotaxis ◈ As hexworm, but the hexmoth can Fly in addition to Stride.
Hexdust Wind ❖❖ With a few fierce wingbeats, the hexmoth expels magical scale dust in a 30-foot cone. This deals 10d6 damage of the type to which the hexmoth is immune (DC 23 basic Fortitude save). It can't use Hexdust Wind again for 1d4 rounds.



LIKE A HEXMOTH TO AN EVERLIGHT.

Hexmoths can be found throughout Golarion, but are much more prevalent in areas of high magic use. Some arcane academies and libraries are home to colonies that number in the thousands. Whenever a new institution of magical study springs up, it's only a matter of time before hexmoths discover it and start to migrate.

That being said, some such institutions have turned the inconvenience into a service, making nesting spaces for the hexmoths and harvesting the fine, magical silk that hexworms spin to create their cocoons. Why, I still have that lovely pocket square Dr. Mogodi gave me as a graduation present!



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HUNTING COMPANIONS

Impressive creatures, holdfasts! Almost as strong a grip as an eel once it latches on, but much faster, and just as able to worm into tight spaces. I wouldn't want to be hunting in the Gravelands without one!

Holdfast

A sleek body, large talons, and keen senses make the holdfast an expert hunter, far deadlier than its small size might indicate. It typically approaches prey from below, then pounces in a flurry of teeth and talons, trying to crush the target's windpipe with its powerful jaws. This ambush strategy is further aided by its dappled gray fur, camouflaging it against the rocky terrain of its native habitat. Today, holdfasts have spread far, often because of orc holds adopting them as hunting companions. This has led to tension with other peoples, who often find holdfasts too difficult to work with and consider them an invasive species—even gnomes and druids who can speak with holdfasts find them distractable and murderously energetic.

Although holdfasts watch over their litters very carefully, adults avoid each other outside of their short mating season. Despite this antipathy for others of their kind, holdfasts often trail other species of predators, acting as opportunistic scavengers. This typically ends with the holdfast bullying the other creature and stealing the greater share of any kill, but it can develop into a mutualistic arrangement. Many holdfasts have been observed hunting alongside eagles and other birds of prey, driving underground creatures to the surface for the birds to pick off.

Holdfasts are difficult to contain, sliding through tiny openings and digging under fences, meaning proper enclosures must be made of stone or metal on all sides. Some orc communities instead lay out humane traps when their hunting parties are needed, using favorite treats as bait. In the orc-run nation of Belkzen, overlord Ardax the White-Hair's chief animal handler claims to have a unique and confidential training process that curbs the holdfasts' impulse to escape, but other handlers have yet to uncover or replicate it. In the Gravelands, the major orc communities face the unwelcome intrusion of undead headed by the Whispering Tyrant. While they maintain the original bond with holdfasts as hunting partners, the goal has changed from providing subsistence to eradicating undead.



HOLDFAST — CREATURE 4

SMALL ANIMAL

Perception +14; low-light vision, scent (imprecise) 30 feet, tremorsense (imprecise) 30 feet

Skills Acrobatics +10, Athletics +11, Stealth +12 (+14 in rocky or barren terrain)

Str +5, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** +0

AC 20; **Fort** +13, **Ref** +12, **Will** +8

HP 55

Lithe A holdfast treats any tight space it can barely fit its head in or wider as difficult terrain and doesn't need to Squeeze to move through it.

Hold Tight ↷ **Trigger** A creature grabbed by the holdfast's jaws takes damage from another creature's Strike; **Effect** The holdfast Constricts the creature in its jaws.

Speed 30 feet, burrow 20 feet

Melee ❖ jaws +13, **Damage** 2d6+5 piercing plus Grab

Melee ❖ talon +13 (agile), **Damage** 2d4+5 slashing

Burst from Below ❖ The holdfast Burrows and then Strikes. If the holdfast began this movement hidden, it remains hidden until after this ability's Strike.

Constrict ❖ 2d6+2 piercing plus crush throat, DC 21

Crush Throat When a creature fails a save against the holdfast's Constrict, the creature's throat is held tight, stopping them from speaking as long as they're grabbed. This prevents the creature from casting spells with vocal incantations, as well as from using many sonic or auditory abilities.

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Hooplamander

Many a traveler has heard a loud rumble from behind and turned to see a strange wheel bearing down upon them. Even if they can dodge it, they still might not be safe, for once the wheel stops, it unfurls into a hooplamander. Though whispered of in the remote expanses of Arcadia and feared along the grassy plains of the Mwangi Expanse, many in urban areas believe the seemingly ridiculous hooplamanders to be nothing more than tall tales. As the flattened remains of many caravans can attest, however, these apex predators are very real.

Hooplamanders resemble large salamanders. They're born with retractable rear legs and an incredibly strong, flexible spine. Their sharp foreclaws feature sharp hooks that can rend flesh or stabilize it when it enters its wheel-shaped form. As they develop, hooplamanders learn how to leap and roll, hooking their tails beneath their mouths and stabilizing them with their foreclaws to form a crude wheel that they use their tail muscles to propel forward. Their backs are ridged with a tread-like pattern that gives significant traction and maneuvering power. Hooplamanders are particularly deadly when they use their hooked claws to inflict bleeding wounds before entering their "wheels up" form to dash around the battlefield, trampling foes and waiting for their prey to bleed out.

Hooplamanders can be found wherever the ground is flat and open. Their coloring matches where they hunt, with those in grassy plains sporting brown-green skin and those in snowy regions bearing a white hide. Some naturalists believe the creatures started out as salamanders that hatched within the acidic trail of the fabled ouroboros. Others believe that nature, in its infinite variety, doesn't need magic to create such creatures—only an environment flat enough to reward their cunning adaptation.

HOOPLAMANDER CREATURE 5

LARGE BEAST

Perception +12; scent (imprecise) 30 feet
Skills Acrobatics +13, Athletics +12, Stealth +10
Str +5, **Dex** +5, **Con** +3, **Int** –2, **Wis** +0, **Cha** +2

AC 21; **Fort** +12, **Ref** +15, **Will** +9
HP 78

Flexible Dodge ↷ **Requirements** The hooplamander is Unfurled; **Trigger** The hooplamander is targeted by a Strike; **Effect** The hooplamander gains a +2 circumstance bonus to AC against the triggering attack and enters its Wheels Up stance.

Speed 25 feet (40 feet in Wheels Up)

Melee ❖ hookclaw +13 (agile, versatile P), **Damage** 1d4+5 slashing plus 3d6 persistent bleed

Melee ❖ ridged tail +13 (sweep), **Damage** 2d6+5 bludgeoning

Wheels Up ❖ (stance) **Requirements** The hooplamander is Unfurled; **Effect** The hooplamander Leaps and then rolls into its wheeled form. Any creature within 5 feet must succeed at a DC 22 Reflex save or be off-guard for one round. While it's Wheels Up, the hooplamander can't make Strikes and its Speed increases to 40 feet.

Rollout Trample ❖❖❖ **Requirements** The hooplamander is Wheels Up; **Effect** As Trample (Large or smaller, ridged tail, DC 22), except targets that critically fail their Reflex save are stunned 1, and the hooplamander Unfurls at the end of its movement.

Unfurl ❖ **Requirements** The hooplamander is Wheels Up; **Effect** The hooplamander releases its tail, Leaping up to 20 feet as it exists its wheeled shape and unfurls to land on its four legs.



FORM UP

Legends throughout Golarion tell of nests of hooplamanders joining together to form giant wheels, three creatures wide and dozens long. Such "caravans" are said to have crushed villages and even driven off giants and dragons. It's unknown whether hooplamanders actually possess the social intelligence for such a maneuver, though that could be because no witnesses have ever lived to tell the tale!



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On the History and Behaviors of Hydras



A storybook tells the origin of the first hydra, beginning as a massive serpent that terrorized the islands of Iblydos. The creature was said to be so immense that it could devour the denizens of one isle while demolishing structures with its tail on another. The serpent fed at will upon the people for years before a savior stepped forward to challenge it. The hero-god Zemesticles fought the beast for three days, first with spear and shield, then with sword, before finally crushing its head with a boulder. He buried the snake in the earth, but not before cutting its body apart to prevent an unnatural return.

Unbeknownst to our brave hero-god, a demon lord whose name has been lost to the ages bore a grudge against the divine father of Zemesticles. Reaching deep into the earth with vile magics, he soon granted the pieces of the creature's corpse unholy life. Each piece became its own serpent and wriggled free from the soil. Aware that they were once one body and longing to be whole, the serpents coiled together in a mass until their bodies combined. And so was made the first hydra.

Research fails to provide any reliable historic records pointing to the origin of this story. The myth seems to originate from a period in Iblydos's history where a traveling merchant brought a host of snakes for sale as curiosities. The reptiles then escaped and caused havoc to the ecosystem for a generation or so before dying out. It is very likely that people at the time, unused to seeing a nest of snakes coiled together, could extrapolate an unearthly terror.

Most sources agree that hydras originated on the islands of Iblydos, but do not reliably point to a specific progenitor. The archipelago seems to be the cradle of birth for many wondrous creatures. How hydras made their sojourn to Garund and beyond is something of a puzzle. Many show a fondness for water and the capacity to swim, allowing them to traverse the relatively short distances between Iblydos's islands with some effort. Swimming fully across the Obari Ocean, however, is simply not plausible. They were likely transported by humanoids, intentionally or not, though keeping such a creature in the confined decks of a ship for weeks would be quite difficult.

Regardless of their propagation's details, hydras have become common throughout the Inner Sea region. These solitary predators are most often found in swamps, river deltas, or other lush inland sites with adequate depth, such as the Sodden Lands or River Kingdoms. It's best to avoid them if possible. If not, an adventuring group or collection of brave local heroes are often necessary to drive the creature off, or in rarer chances, slay it entirely.

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Cultural Impact

Hydras are most commonly associated with serpents, though their methods of seizing prey are quite different. Serpents usually depend on either constricting their meal in their coils or slaying it with venom. Hydras instead use their many jaws to tear their victims apart. Each mouth then devours the flesh it has seized. The appearance of a hydra feeding ground is like a natural abattoir, with entrails and bits of flesh too small to be picked up by their sword-like teeth left for scavengers. Murders of crows have been known to follow the path of a hydra in hopes of catching a feast among the leftovers of their grisly meals.

Given their long life and capacity for self-healing, the presence of a hydra can impact a local ecosystem for centuries if left alone. Their regeneration prevents them from needing food to survive, but hydras are still burdened with monstrous appetites, leading them to hunt and kill all the same. Hydras feast on a diet of meat, preferably prey animals such as deer and bovines, and are large enough to devour an entire herd of prey in one meal. In lean times, when a hydra has gone hungry, it is not uncommon for a hydra to kill and eat more than their fill once given the opportunity, using their many mouths to fill their single stomach. (Though I'm told this makes the hydra ill, forcing it to vomit much of its banquet from multiple mouths in what must be a truly disgusting sight.)

The hydra is a creature long associated with resilience, adaptation, and healing. Despite the dangers hydras pose, their image and name are frequently used in symbology for natural medicine. Particularly brave—or foolish—entrepreneurs may attempt to capture hydras as a renewable source of components for tinctures and spells.

Behaviors and Physiology

Fighting hydras is made all the more dangerous by a specific spark of intelligence they all seem to possess: memory. Hydras have been observed to have a preternatural capacity to recognize individuals that have previously decapitated them. Even when applying a disguise that would fool most unintelligent creatures, hydras of every type identify and pursue such combatants, often to the dismissal of other threats. Somewhere in the beast's psyche, the need for revenge runs deep. In extreme cases, hydras will hound retreating combatants all the way back to civilization for a chance to devour their would-be executioner. Most gruesome tall tales agree that the hydra prefers to land the killing blow with the regrown head from the very stump their attacker created.

The multi-headed beasts also display unique attributes from one skull to another. Observation and academic divination from safe distances have revealed that young hydras with all their original heads bear distinguishing markings that separate one head from another. For example, a head to the far left may have a crest along its skull similar to an iguana, while the head in the center is smooth with an altogether different shade to its scales. Once severed and regrown, the replacement heads will carry the quirks of the one that was lost, with mild changes such as hue or length of fang. In this way, zoologists have been able to trace a hydra's battles and estimate the original number of heads, not unlike dating a tree.

Physical appearance is not all that separates the heads of a hydra, however. Casual yet cautious observation has also yielded the discovery that the minds of a hydra may in fact be independent as well. The behavior of one head to collect glamorous but mundane stones is often countermanded by another head disposing of them in seeming disgust; heads of hydras can even be seen in direct argument with each other. I myself have observed a trio of heads lashing out at one another over the right to devour a choice morsel or prized piece of prey. This leads me to believe that there is no one distinct consciousness for a hydra, but a collection of individuals that work in consensus.

For creatures that are not truly amphibious, hydras choose to reside in swamps and other wetland areas with surprising regularity. These adept swimmers lounge in the water when not otherwise engaged, submerging their bodies and all heads but one, which they leave to bob on the surface of the water. Hydra sightings often begin with an explorer or villager mistaking them to be an alligator or large water snake. Approaching becomes an even more fatal mistake once the rest of the heads arise hungrily from the depths of the water.

The physiological changes of a hydra during regeneration are truly fascinating. There is of course not only the famous regrowth, but replication of the neck and head. And the process goes beyond that. Dissection of hydra corpses reflects that the regrowth process also includes a rapid increase in abdominal muscle, ligament strength, and bone density. The core of the hydra's body also strengthens to accommodate the added weight of more heads! Truly spectacular. It makes me wonder if there is a practical limit to the number of heads one could attain—and what that would do to the rest of the hydra's body.



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SKYMETAL METAMORPHOSIS

Each stargut hydra has at least one metamorphosis resulting from consuming a specific skymetal and internalizing its properties. If you give a stargut hydra more than one metamorphosis, you should consider increasing its level and changing its statistics.

Adamantine The stargut hydra's Strikes bypass Hardness and are treated as adamantine. The stargut hydra gains resistance 10 to physical damage (except adamantine).

Abysium (aura, poison) The stargut hydra emits an aura of nauseating radiation from the abysium in its body. Any creature that begins its turn within 30 feet of the stargut hydra is sickened 1.

Djezet (magical) The stargut hydra gains a +2 status bonus to saves against magic.

(cont. next page)

Hydra

The most commonly seen hydra famously has five heads that it uses in unison to attack prey or assailants. Scattered across the Inner Sea region are more fantastical breeds of the beast, each with their own curious evolution and hunting behavior.

Stargut Hydra

While naturally carnivorous, the adaptable nature of hydras has led to an interesting divergence in the species and its preferred diet. The hydra population of Numeria, where organic prey is scarce, has developed the ability to digest stones and metal alloys. Those that strike upon a vein of skymetal for a meal can be forever changed by its properties, leading to a wide range of potential variations. As skymetal is a cornerstone of Numerian society, stargut hydras are treated in much the same way farmers view a swarm of corn weevils. The Black Sovereign Kevoth Kul offers a substantial standing bounty for the deaths of these creatures, in addition to purchasing whatever ore can be retrieved from their stomachs before it is digested.

STARGUT HYDRA — CREATURE 9

LARGE BEAST

Perception +19; scent (imprecise) 60 feet
Skills Athletics +20, Stealth +18, Survival +18
Str +5, **Dex** +3, **Con** +6, **Int** –3, **Wis** +3, **Cha** –1
Skymetal Metamorphosis (see sidebar on page 165)

AC 27 all-around vision; **Fort** +21, **Ref** +18, **Will** +14
HP (body) 150, hydra regeneration
HP (head) 22, head regrowth; **Immunities** area damage; **Weaknesses** slashing 10

Head Regrowth A stargut hydra ordinarily has five heads. A creature can attempt to sever one of the hydra's heads by specifically targeting it and dealing damage equal to the head's Hit Points. A head that is not completely severed returns to full Hit Points at the end of any creature's turn.

A hydra can regrow a severed head using hydra regeneration. A creature can prevent this regrowth by dealing acid or fire damage to the stump, cauterizing it. Single-target acid or fire effects need to be targeted at a specific stump, but effects that deal splash damage or affect areas covering the hydra's whole space cauterize all stumps if they deal acid or fire damage. If the attack that severs a head deals any acid or fire damage, the stump is cauterized instantly. If all five heads are cauterized, the hydra dies.

Hydra Regeneration The stargut hydra has regeneration equal to 3 × the number of heads it has. If a hydra's body is missing any heads and the remaining stumps have not been cauterized, the hydra attempts a DC 29 Fortitude save after it regains Hit Points from regeneration. On a success, one uncauterized stump regrows two heads; on a critical success, two uncauterized stumps regrow into two heads each. The hydra can never grow more than double the number of heads it ordinarily has. The hydra's regeneration only fully deactivates if all its heads are severed and all stumps are cauterized, at which point it dies.

Reactive Heads A stargut hydra gains an extra reaction per round for each of its heads beyond the first, which it can use only to make Reactive Strikes. It can't use more than 1 reaction on the same triggering action, even



STARGUT HYDRA

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if a creature leaves several squares within its reach, and the hydra must use a different head for each Reactive Strike it makes. Whenever one of the hydra's heads is severed, the hydra loses 1 of its extra reactions per round.

Reactive Strike ↷

Speed 25 feet, burrow 25 feet

Melee ❖ jaw +21 (reach 15 feet), **Damage** 2d8+8 piercing

Vomit Meteorites ❖❖ The stargut hydra lurches its entire body, spewing forth chunks of meteorite in a 30-foot cone that deal 5d6 bludgeoning damage to all creatures in the area (basic Reflex DC 25). The area becomes difficult terrain for 1 minute, though a creature can use an Interact action to clear one square of the rubble. The stargut hydra can't Vomit Meteorites for 1d4 rounds.

Tyrafdir

The process of sapient species finding kinship with those who are less self-aware can be observed easily throughout the natural world. Humanoids keep dogs, kobolds care for reptiles, and so on. More terrifying, as it is on a grander scale, linnorms with a strong attachment to the First World sometimes keep mutated hydras as pets and guards. Known to Ulfens as tyrafdirs, these beasts have the unique ability to create illusory doubles from the ruined stumps of their necks. These serpentine guardians serve as strong protectors in the Land of the Linnorm Kings, where their fey-warped physiology deters many a would-be monarch from claiming their master's head. The domestication of tyrafdirs by especially powerful spellcasters to serve as guardians has been known to take place, often combined with magical traps that attack the intruder's mind.

TYRAFDIR CREATURE 11

UNCOMMON HUGE BEAST FEY

Perception +21; scent (imprecise) 60 feet

Skills Athletics +23, Deception +21, Survival +22

Str +6, **Dex** +4, **Con** +6, **Int** –3, **Wis** +3, **Cha** –1

AC 30 all-around vision; **Fort** +24, **Ref** +21, **Will** +18

HP (body) 190, hydra regeneration; **Immunities** mental; **Weaknesses** cold iron 10;

HP (head) 30, deceptive regrowth; **Immunities** area damage; **Weakness** cold iron 10, slashing 10

Deceptive Heads (illusion) A tyrafdir is cunning, if unintelligent, using illusions of regrown heads to confuse and harry opponents. When a tyrafdir fails, but does not critically fail, its Fortitude save to regrow a head, a phantasm materializes to mimic the regrowth. This creates two deceptive heads that function differently than real heads. The tyrafdir gains a deceptive jaws Strike as long as it has at least one deceptive head. Any creature that attacks a deceptive head or uses the Seek action to examine it can attempt to disbelieve the illusion (DC 27 Will save).

Deceptive Regrowth A tyrafdir ordinarily has six heads. A creature can attempt to sever one of the tyrafdir's heads by specifically targeting it and dealing damage equal to the head's Hit Points. A head that is not completely severed returns to full Hit Points at the end of any creature's turn. A tyrafdir can regrow a severed head using Hydra Regeneration. A creature can prevent this regrowth by dealing fire damage to the stump, cauterizing it. Single-target fire effects need to be targeted at a specific stump, but effects that deal splash damage or affect areas covering the hydra's whole space cauterize all stumps if they deal fire damage. If the attack that severs a head deals any fire damage or is dealt by a cold-iron weapon, the stump is cauterized instantly. If all six heads are cauterized, the hydra dies.

Hydra Regeneration As stargut hydra, except the Fortitude save is DC 31 and on a failure the tyrafdir grows two illusory heads (see deceptive heads).

Reactive Heads As stargut hydra.

Reactive Strike ↷

Inubrix The stargut hydra's Strikes ignore resistance to damage from metal armor's armor specialization effects and do not trigger the Shield Block reaction or reactions from armor property runes.

Noqual The stargut hydra's Strikes and abilities gain a +2 status bonus to damage against creatures with the ability to Cast a Spell.

Orichalcum When the stargut hydra has only two heads remaining, it is quickened. It can use the extra action only to Stride or Strike.

Siccatite After the stargut hydra takes fire damage, it becomes superheated, gaining immunity to fire and weakness 10 to cold. While superheated, cold damage can be used to cauterize a stump. After the stargut hydra takes cold damage, it becomes chilled, gaining immunity to cold and weakness 10 to fire.

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WILD WASTES

It was always clear that the Wardens of the Wild would never select the Mana Wastes as the site of their Migration – the land is far too spoiled by pollution and magic for most creatures to even survive the journey. And yet, creatures like the prismhydra show how nature is capable of adapting to even the harshest conditions. I'm not sure I would go so far as to call the Mana Wastes a sort of evolutionary park or preserve, but I wonder what their fauna might be like an era, two from now.

Speed 25 feet
Melee ❖ jaws +24 (reach 15 feet), **Damage** 2d10+9 piercing
Melee ❖ deceptive jaws +24 (illusion, mental, nonlethal, reach 15 feet), **Damage** 2d10+9 mental
Noxious Exhalation ❖❖ (curse, primal) The tyrafdir breathes out a noxious mist from all of its mouths, spreading in a 20-foot emanation that deals 4d10 poison damage to creatures within the area (DC 24 basic Reflex save). Any creature that fails its save must attempt a DC 24 Will save or gain weakness to mental 10 and a –1 status penalty to Will saves for 24 hours. The tyrafdir can't use Noxious Exhalation again for 1d4 rounds.

Prismhydra

Prismhydras, yet another inexplicable byproduct of the Mana Wastes' tumultuous magical properties, wander the land between Nex and Geb feasting on megafauna, mutants, and whatever else happens to cross their path. Their scales cascade in various colors, shifting in beautiful patterns that belie the threat of their powerful jaws. Only the most prepared adventurers can slay a prismhydra, for the means of stopping its regeneration is like a single card in an explosive deck

PRISMHYDRA — CREATURE 16

RARE HUGE BEAST

Perception +28; scent (imprecise) 60 feet
Skills Athletics +33, Stealth +27, Survival +29
Str +9, **Dex** +6, **Con** +8, **Int** –3, **Wis** +2, **Cha** –1

AC 30 all-around vision; **Fort** +28, **Ref** +26, **Will** +24
HP (body) 290, hydra regeneration
HP (head) 36, prismatic head regrowth; **Immunities** area damage; **Weaknesses** slashing 15
Hydra Regeneration As stargut hydra, but the Fortitude save is DC 39.
Prismatic Head Regrowth As stargut hydra's Head Regrowth, except the prismhydra ordinarily has eight heads. Each head requires a different type of damage to cauterize; typically, two heads each are vulnerable to acid, cold, electricity, and fire damage, but other combinations or more exotic vulnerabilities are possible. When a prismhydra successfully regrows heads, all the heads regrown have the same vulnerability, which must be the same as the vulnerability of one of the prismhydra's unsevered heads.
Prismatic Backlash ↷ **Trigger** A creature successfully cauterizes one of the prismhydra's stumps; **Effect** The unstable prismatic energies in the prismhydra's body surge forth. Each creature adjacent to the prismhydra is exposed to its chromatic explosion (see below).
Reactive Heads As stargut hydra.
Reactive Strike ↷

Speed 35 feet, swim 35 feet
Melee ❖ fangs +31 (reach 15 feet), **Damage** 3d12+14 piercing plus chromatic explosion
Ranged ❖ spittle +28 (acid, range increment 60 feet), **Damage** 1d12 acid plus chromatic explosion
Chromatic Explosion A prismhydra's heads are replete with arcane energy. Whenever the prismhydra successfully Strikes an opponent with its spittle, or when an opponent cauterizes one of the prismhydra's heads, the opponent takes 6d6 damage of the type matching the head's vulnerability (typically acid, cold, fire, or electricity), with a DC 37 basic Reflex save.



TYRAFDIR

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Mocking Chorus

Among the many unique creatures of the Inner Sea, the hydras known as mocking choruses that stalk the River Kingdoms may be one of the most reviled. While as ferocious in direct combat as others of their kind, chorusus are a singular type of challenge for warriors that hunt them due not to their sharp teeth, but instead a sharp and subtle tongue. Their strangely cunning tactics and power to turn longtime friends into bitter enemies brings doubt to even the closest of allies.

Mocking choruses exhibit behavior that seem to indicate a more elevated intelligence than other hydras. They do not appear to eat in large quantities, leaving little sign they have passed by and spurring rumors that they prey on settlements more for sport than sustenance. Every few years sees a new story of a whole village turning on itself. Neighbor against neighbor, the village tears itself apart; some go missing, and only the sounds of hissing laughter precede the event.

MOCKING CHORUS — CREATURE 18

RARE HUGE BEAST

Perception +30; scent (imprecise) 60 feet
Languages all (see uncanny mimicry)
Skills Athletics +35, Deception +36, Performance +35
Str +9, **Dex** +4, **Con** +6, **Int** –2, **Wis** +2, **Cha** +4

Uncanny Mimicry While unable to communicate for prolonged periods, a mocking chorus can precisely imitate a humanoid voice. If a creature speaks within audible range of the mocking chorus, the mocking chorus can speak using the creature's voice, even if it says different words than what were spoken. Creatures that hear the mocking chorus speak this way can attempt a DC 40 Will save to recognize the source. On a success, creatures gain a +1 circumstance bonus to all saving throws against the mocking chorus' abilities for 1 minute.

AC 41 all-around vision; **Fort** +33, **Ref** +30, **Will** +30
HP (body) 340, hydra regeneration; **Immunities** auditory, sonic
HP (head) 35, head regrowth; **Immunities** area damage; **Weakness** slashing 10
Head Regrowth As hydra, except a mocking chorus begins with ten heads.
Hydra Regeneration As stargut hydra, but the Fortitude save is DC 43.
Reactive Heads As stargut hydra.
Reactive Strike ↷
Speed 35 feet, swim 35 feet
Melee ❖ jaws +37 (reach 15 feet), **Damage** 4d12+14 piercing
Ranged ❖ harsh laugh +35 (auditory, range increment 90 feet), **Damage** 4d10+14 sonic

Petty Whispers ❖❖ (auditory, mental) The mocking chorus adopts the voices of its enemies, spreading lies and jeers among would-be allies and tearing apart trusted friends. Creatures in a 60-foot emanation of the mocking chorus must attempt a DC 37 Will save. The mocking chorus can't use petty whispers again for 1 minute.

- **Critical Success** The creature is unaffected and is temporarily immune for 1 day.
- **Success** As failure, but the creature takes half damage and is not confused.
- **Failure** The creature takes 12d10 mental damage and is confused for 1 minute. It can attempt a new save at the end of each of its turns to end the confusion.
- **Critical Failure** The creature takes 15d10 damage and is confused for 1 minute, with no save to end early.



TO STEAL A VOICE

We merfolk believe the voice carries the spirit with it—what is speech, after all, than me feeling a feeling in my heart, placing that feeling into my voice to let it ripple out through the water (or air, I suppose), and then that same feeling arising in your heart once the ripples reach you? These mocking choruses chill me, to steal a voice so thoroughly and use it against friends and families.



PRISMHYDRA

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MAGNEGOR CUD BOMBS

Like cows, magnegors are ruminants, relying on foregut fermentation and chewing to break down their food. Though they subsist on many mountainous shrubs, the beasts seem to prefer alpine rhododendrons, which often turn this cud a distinct pinkish hue. They seem to rechew less frequently than more conventional livestock; given reports of magnegors consuming small stones (Mogodi et al.), this may be due to gastrolith-aided breakdown in the foregut as well.

MAGNEGOR

Magnegors roam the mountains of Golarion, grazing on wild berries, edible roots, and other plants that favor iron-rich soil and high elevations. These hulking, woolly bovines have four curved horns—two extending from behind their ears, and two from below their jaws—that frame their skulls in an X shape. Their bodies are covered in thick, stringy hair with a texture akin to copper wire, parted only by massive neural spines of dense, nearly indestructible keratin.

Magnegors display a unique ability to manipulate magnetic fields through their coats and spines and have a strange predilection for crushing metals and precious ores by wallowing over them back and forth. As a result, unwary adventurers who accidentally wander into the middle of a magnegor herd rarely, if ever, make it out alive.

MAGNEGOR CREATURE 6

HUGE ANIMAL

Perception +14; low-light vision

Skills Athletics +15, Intimidation +13, Survival +15

Str +5, **Dex** +2, **Con** +4, **Int** –4, **Wis** +2, **Cha** –2

AC 21; **Fort** +17, **Ref** +11, **Will** +14

HP 100; **Weakness** metal allergy; **Resistance** physical 5

Metal Allergy When a magnegor takes damage from a metal weapon or an effect with the metal trait, it takes 5 additional damage and must succeed at a DC 5 flat check or become sickened 1. The value of the sickened condition increases each time the magnegor fails such a check, to a maximum of 3.

Speed 40 feet

Melee ❖ horn +17 (reach 10 feet), **Damage** 2d8+5 piercing

Excavating Spines (earth) The magnegor inadvertently digs a 10-foot-deep continuous trench in any square it Wallows through, as long as the ground in that space isn't made of stone, rock, or some other surface too hard to excavate. The trench is greater difficult terrain. At the GM's discretion, any excavated square can reveal a deposit of sedimentary rock filled with metal ore that has Hardness 7 and 28 Hit Points.

Magnetized Coat When a magnegor comes within 30 feet of a metal object or a deposit of metal ore, its thousands of wiry hairs stand on end, pointing towards the metal and creating a magnetic field. Metal items of light or negligible Bulk that touch the magnegor's coat adhere to it magnetically, requiring an Interact action to be pried free. Creatures wearing or primarily composed of metal treat all squares in a 10-foot radius around the magnegor as difficult terrain, unless they are moving directly towards it.

Wallow ❖❖❖ (move) **Requirements** The magnegor is prone; **Effect** The magnegor rolls on its spine-covered back, up to its Speed, furrowing the earth and crushing any Large or smaller creatures in its path. This deals 4d10 piercing damage with a DC 24 basic Reflex save; on a failed save, a creature wearing metal armor or made of metal is restrained by the magnegor's magnetized coat (Escape DC 24). For each metal object or piece of equipment a restrained creature chooses to leave stuck to the magnegor, it gains a +1 circumstance bonus to its attempts to Escape. A creature that relinquishes all its metal Escapes automatically. The magnegor can move at its full Speed while it has a creature restrained in this way, bringing the creature along.



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Mammoth Land Star

Mammoth land stars are unrelenting predators that move silently towards their potential meals on hundreds of tubular feet. There are several variations, but the most common have a diameter ranging from 8 to 12 feet and five total limbs. These mindless creatures weather any and all challenges in their hunt to devour their prey, using their superior sense of smell and keen observation of nearby movement to stalk prey from afar. Their paralytic venom and rapid digestive process spell a quick end for unsuspecting creatures caught in their grasp.

Travelers who survive a mammoth land star's assault must take care to destroy the remains, as its regenerative ability will eventually revive it to continue its mission: feed. It is not uncommon for mammoth land star attacks to happen in succession one week after another, with greater numbers each time. This is often caused by leaving limbs to regrow and resume their initial attack.

MAMMOTH LAND STAR — CREATURE 8

HUGE ANIMAL MINDLESS

Perception +19; scent (precise) 100 feet, tremorsense (imprecise) 60 feet
Skills Athletics +16, Stealth +15, Survival +18 (+19 to Track)
Str +6, **Dex** +3, **Con** +6, **Int** –5, **Wis** +4, **Cha** –2

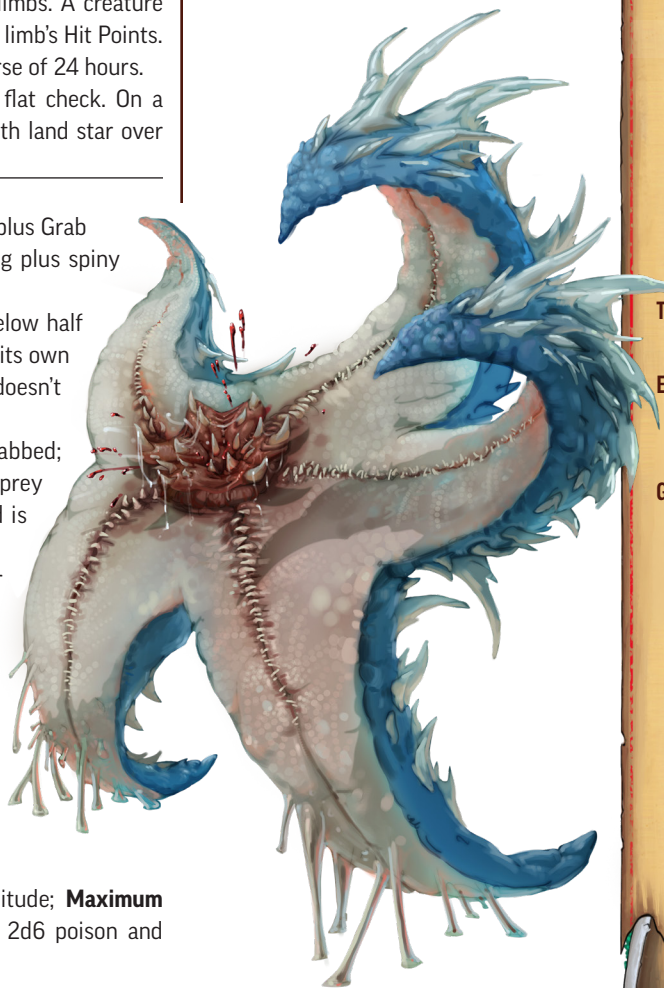
AC 26; **Fort** +19, **Ref** +13, **Will** +15
HP (body) 100, limb regrowth, regeneration 20 (reduced by 4 for each missing limb); **Immunities** mental
HP (limb) 25, regrowth; **Immunities** mental
Limb Regrowth A healthy mammoth land star typically has five limbs. A creature can sever a limb by targeting it and dealing damage equal to the limb's Hit Points. The mammoth land star can regrow a missing limb over the course of 24 hours.
Regrowth Whenever a limb is severed, it must attempt a DC 5 flat check. On a success, the limb will slowly begin to grow into a new mammoth land star over the course of a week, unless it is doused in acid or fire.

Speed 25 feet
Melee ❖ feet +20 (agile, reach 10 feet), **Effect** 1d4+6 bludgeoning plus Grab
Melee ❖ limb spines +20 (reach 10 feet), **Damage** 2d8+6 piercing plus spiny venom
Detach ❖❖ (move) **Requirements** The mammoth land star falls below half its total Hit Points; **Effect** The mammoth land star severs one of its own limbs as a distraction, then Strides three times. This movement doesn't trigger reactions.
Digest ❖ **Requirements** The mammoth land star has a target grabbed; **Effect** The mammoth land star extrudes its stomach onto its prey and digests it alive. The target takes 2d12+6 acid damage and is drained 1.
Glide ❖❖ (move) The land star blows air through its feet to hover 1 foot in the air and Strides twice with a +5-foot circumstance bonus to Speed, ignoring uneven ground and difficult terrain below it.
Pry ❖ **Requirements** The mammoth land star has a target grabbed that is wearing armor; **Effect** The mammoth land star makes a feet Strike against a creature it has grabbed. If that Strike hits and the creature is wearing armor with Hardness 12 or lower, the armor is broken. This Strike doesn't further damage armor that's already broken.
Spiny Venom (incapacitation, poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and slowed 1; **Stage 2** 2d6 poison and slowed 2; **Stage 3** 2d8 poison and paralyzed



A RARE TREAT

I'd never eat a normal starfish. All grit. But I'd never seen a LAND star. Turns out they're delicious. And huge! With the outer shell removed, each limb is about 20 pounds of meat. You have to cook them first, though. I recommend steaming and serving with lemon.



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The Cultural and Natural Phenomena of Manticores



Manticores are perplexing creatures, carefully positioning themselves between settlements and the trackless wilds in both location and temperament. There are more species of manticore than I can list in this one tome. Their stories cross continents and cultures, and surely the beasts themselves help to pass the tales along the way. While most view manticores as murderous beasts with cruelty to match their ferocity, they are fully sapient, and I had the chance to speak with several different types during our journey, though I must confess the conversations were interspersed with varying threats against my person. I have, however, found through these interactions that manticores have an overwhelming desire to exaggerate their power and show dominance over others.

Manticores can be found across Golarion and, for the most part, have contentious interactions with their neighbors. Manticores' time with each other is substantially less well documented, however. Those I've spoken with sought out partners rarely and generally for less than a year at a time. During this partnership, the mother gives birth to a litter of manticore pups; once recovered, she chases the father away so she's no longer burdened with providing him food and sharing her territory. Litters average between three and seven pups, with common manticores having larger litters and rarer manticores, such as chimeric manticores, producing much smaller litters—including single pup births. Once the pups that survive the inevitable infighting reach maturity, they leave their mother's den. The strongest pup often challenges their mother for her territory, sometimes even chasing off the larger and older manticore for an established hunting ground, while the others scatter with the winds. Such competition rarely leads to the death or total submission of manticores. I suspect this is due to the pride of a manticore refusing to allow themselves to be killed or controlled by another.

Over the course of our journey, we had many beasts attempt to make meals of us. Among these encounters, manticores seemed to take a particular glee in it, although perhaps only because they can make their feelings known more readily. Similarly, they bully the weak and bow before the strong, which passes without comment in animals that cannot explain their motivations. Like so much with the manticore, their malice and power plays exceed what is normally be seen in the wild, while their ferocity and uncontrolled hunger mark them as something from outside the gates of civilization. This duality, while quite unappealing, is interesting. I wonder how such a nature came to be so ubiquitous among all manticores. While such behavior can be advantageous due to their evident prowess, it seems to work against them just as often. I do long to meet a manticore who has overcome this seemingly natural instinct.

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Manticore Variations

The most common species of manticore is the aptly named common manticore. These manticores can be found in most areas of Golarion, frequently moving to prey on new settlements after clashes with local governments or mercenary adventurers. Despite the stories of how clever and witty manticores are, common manticores are the most straightforward of the species I've met. Like the rumors that all manticores have poisonous tails, common manticores often encourage being confused for their more powerful kin.

The next most common appears to be the scorpion-tailed desert manticore. Desert manticores are a known nuisance in northern Garund, with groups of the creatures sometimes serving the powerful divs, dragons, or sphinxes of the deep desert. However, individual specimens can be found far from their typical range, displacing common manticores from their territory. I had the opportunity to speak to one massive desert manticore in southern Rahadoum, near the city of Haldun. The manticore Ghadrouz demands worship from the locals, seeming to think that the town dances in his paw. However, speaking with the mayor, the manticore is seen rather as something like a mascot, though one useful at preventing bandits and raiders from overwhelming the area's fortifications. She seemed more concerned that some child might violate the nation's laws while playing along with Ghadrouz's pretensions than with the actions of the beast himself.

Barded manticores, another common variety, are named as such because they appear to be armored in scale mail. These creatures have strong enough teeth and jaws to be able to chew solid metal, which they rapidly digest. Through a wondrous natural process, young barded manticores exude the material from their skin to form defensive scales, like those of a fish but much sturdier. Later in life, they seek out magic armor and armaments, or runestones, to consume, which grant them innate magical abilities. Barded manticores are cleverer than most manticores, although I'm aware that this is not the most impressive of comparisons. However faint that praise may be, it's important to remember when entering a barded manticore's territory. They have been known to carefully lure educated wizards into obvious traps and trick cunning warriors into letting their guard down just in time for a calculated attack. These manticores have the pick of territories due to their strength and settle anywhere enough shaped metal can be found for them to gnaw upon. A substantial population roosts near the Sarkoris Scar, picking over metal-rich battlefields. Reports from other areas are harder to substantiate since some manticores are provided with metal feasts by allies in places like Oprak. Manticores scaled in dawnsilver and cold iron have been reported in the Mwangi Expanse, while other stories come from Arcadia and Tian Xia.

Stories and Tall Tales

My favorite tales about manticores come from Matanji orcs. They tell of Lirac Jawcrusher, who was one of the mighty founders of the fortress city Ukuja. Adolescent children often tell the stories during the preparation of the evening meal, with each child present attempting to one-up the others on how clever Lirac and the manticore Tanat were. The basic story rarely changes, however, and carefully records the traits of the barded manticore. In the early days, Ukuja was beset on all sides by all manner of beasts; the orcs were able to keep them back until the monsters were rallied by the manticore Tanat, who was terribly cunning and had the ability to cast lightning from her tail. She would terrorize the village, crashing through homes and fields, demanding worship and tribute. Lirac saw this destruction and chose to end it, following the manticore back to her lair. The orc warrior waited until nightfall, when Tanat was finally alone, and crept inside carefully, defeating the manticore's own traps and setting one of her own. In fact, it's within the gleeful description of these traps that the joy of the tale lies. With a ferocious battle cry, Lirac slammed a rock on Tanat's head, and when she awoke to defend herself, the trap was sprung and the beast was defeated. The tale ends with Lirac taking Tanat's metal scales to forge weapons for the defenders of Ukuja.

The story of Mari the Whistler is perhaps a better representation of an encounter with a common manticore than the aforementioned epic battle of wits. Over a dozen small farming towns in Andoran claim Mari was born there, which—even though unlikely—does give some idea of the manticore's prominence in their lives. As the story goes, a manticore descended on Mari's town and tormented the populace, demanding that each family give him their finest and most treasured heirloom as proof of their devotion. When he came upon Mari's home, the poor family presented him with their finest treasure: a sheaf of wheat and an old, polished religious symbol of Erastil. The manticore roared in fury at the family's humble offering and demanded to know where they kept their treasure. Finally, Mari stepped forward and defiantly faced the manticore, telling him that the family kept their treasure in the whistling well far down the path. When the manticore began to search the area, Mari raced out to the ground well, covering the top of it in moss and sticks before hiding in a nearby bush. That evening, she led him to the well from her hiding spot by whistling continuously, getting louder as he came closer. Once on the false lid, the trap gave way, and the manticore fell into the deep well water and drowned, and thus Mari saved her town. Each town seems to have its own idea of why the manticore couldn't get out of the well, whether the well itself was too narrow, Mari threw down rocks, or a net rigged below tangled the manticore's wings.

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SEARED INTO MEMORY

Though I know I should avoid overly editorializing in my sketches, I find it difficult when portraying a manticore's face. Something about it sears itself into my memory, and it always comes out in the sketch. I hope Baranthet will forgive my focusing on their spine arrangement in this batch of sketches.

DESERT MANTICORE

MANTICORE

These variant manticores bring more than just their tails to the fray, presenting a range of venemous or magical abilities.

Desert Manticore

Desert manticores are far more dangerous than their common cousins and only marginally cleverer. Instead of the usually spiked tail reminiscent of a porcupine, desert manticores have large scorpion tails, requiring them to adopt closer approaches and cunning ambushes. Desert manticores are known for their egos and constant attempts to outmatch sphinxes within their chosen territories. No accounts of such attempts have ever proved fruitful for the desert manticore.

DESERT MANTICORE — CREATURE 12

UNCOMMON LARGE BEAST

Perception +22; darkvision, scent (imprecise) 60 feet

Languages Common, Kelish, Osiriani

Skills Acrobatics +22, Athletics +25, Deception +22, Intimidation +26, Stealth +22

Str +7, **Dex** +2, **Con** +5, **Int** –2, **Wis** +2, **Cha** +4

AC 33; **Fort** +25, **Ref** +22, **Will** +22

HP 270; **Immunities** poison

Indomitable Beast ↻ **Frequency** once per day; **Trigger** The desert manticore is reduced to 0 HP; **Effect** The desert manticore avoids being knocked out and remains at 1 HP, then can make a stinger Strike against a creature in its reach.

Speed 30 feet, fly 40 feet

Melee ❖ jaws +25, **Damage** 4d8+10 piercing plus Grab

Melee ❖ claw +25 (agile), **Damage** 4d6+10 slashing

Melee ❖ stinger +25 (reach 10 feet), **Damage** 3d6+10 piercing plus manticore venom

Manticore Venom (poison); **Saving Throw** Fortitude DC 32; **Maximum Duration** 6 rounds; **Stage 1** 3d8 poison damage and drained 1 (1 round); **Stage 2** 4d8 poison damage and drained 2 (1 round); **Stage 3** 5d8 poison damage and drained 3 (1 round)

Scorpion Sting ❖❖ The desert manticore Strikes an off-guard creature with its stinger. The attack injects venom deeply, dealing an additional 4d8 poison damage and giving the target a –2 circumstance penalty to their initial save against the poison.

Venomous Flight ❖❖ The desert manticore Flies twice, dripping venom from its stinger. It chooses a creature it flew directly above during the flight, which is exposed to manticore venom. The desert manticore cannot fly further than 60 feet above the target or the venom becomes too dispersed in fall to take effect.

Barded Manticore

Barded manticores are treacherous and dangerous beasts, and the only known member of the manticore species with the innate ability to cast spells. Luckily, these creatures are incredibly rare, mostly found near battlefields and other sources of worked metal, though stories tell of a particularly clever barded manticore attempting to make herself a home deep under the Magaambya.

Unlike the other members of the species, a barded manticore has a face that resembles a human's and a torso coated in scales of varying metals, the exact composition depending on their diet. Thanks to these materials, most barded

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manticores are able to fend off just about any being attempting to encroach upon their territories, especially fiends and other creatures with weaknesses to specific metals. Barded manticores sift through metals obtained from their victims, whether that be local villagers coerced into giving them tribute or unlucky travelers, and seek the rarest, most valuable types to make part of their next meals.

This also includes armor and weapons inscribed with runes that grant a barded manticore the ability to cast spells, though these spells vary depending on the region the beast inhabits and what type of runes they consume. In rare areas where magic is suppressed, a barded manticore will be unable to grow their runed scales, rendering them less powerful than others of their kind. Pointing this out to such a barded manticore often ends in one's untimely demise at the manticore's claws and spines, no less sharp for the lack of enchantments.

BARDED MANTICORE CREATURE 18

RARE LARGE BEAST

Perception +33; darkvision, scent (imprecise) 60 feet
Languages Common, Mwangi
Skills Acrobatics +31, Athletics +35, Crafting +29, Deception +32, Intimidation +32, Nature +31
Str +9, **Dex** +5, **Con** +6, **Int** +1, **Wis** +5, **Cha** +6

AC 42; **Fort** +32, **Ref** +30, **Will** +29
HP 440; **Weaknesses** electricity 15
Spell Reflection ↻ **Trigger** An opponent casts a spell that targets the manticore and requires a saving throw; **Effect** The manticore gains a +4 circumstance bonus to the saving throw. If they critically succeed at the save, they can choose a creature within 30 feet that was not originally targeted by the spell. That creature becomes a new target of the spell, who must attempt its own save against the same DC.

Speed 40 feet, fly 45 feet
Melee ❖ tail +33 (magical, reach 10 feet), **Damage** 3d10+15 piercing plus 1d12 electricity
Melee ❖ claw +33 (agile, magical), **Damage** 3d8+15 slashing plus 1d12 electricity
Ranged ❖ spike +31 (magical, range increment 40 feet), **Damage** 3d8+15 piercing
Primal Innate Spells DC 40, attack +35; **9th** *wrathful storm*; **8th** *chain lightning*; **6th** *field of razors*[ROE], *tangling creepers*; **5th** *impaling spike* (at will), *lightning bolt* (at will); **3rd** *one with stone* (at will); **Cantrips (9th)** *detect metal*[ROE], *needle darts*[ROE], *tangle vine*
Arrange Scales ❖ The barded manticore flexes the muscles under their scales to temporarily gain better protection. The manticore gains a +2 circumstance bonus to AC and resistance 15 to their choice of bludgeoning, piercing, or slashing damage. These benefits last until the beginning of the manticore's next turn or they use Arrange Scales again.
Metallic Coating A barded manticore's unarmed attacks (including spikes) count as adamantine, cold iron, dawnsilver, and silver.
Paired Spikes ❖ The barded manticore flings two spikes from their tail, targeting up to two creatures within 20 feet of each other. They make a separate ranged Strike against each creature, which counts as a single Strike for the barded manticore's multiple attack penalty, and the penalty doesn't increase until they've made both Strikes. If the manticore targeted only one creature and hits, that creature takes normal damage for a single spike, but also gains weakness 15 to electricity damage until the spikes are removed with an Interact action.

INGOT SALVAGE

The scales of a deceased barded manticore can be salvaged, granting several metal ingots (typically 1 adamantine ingot, 5 cold iron ingots, 1 dawnsilver ingot, and 5 silver ingots). Its innate spells are etched onto the metal covering its tail, usually dawnsilver, which can be used as magical writing to Learn a Spell for those spells.



BARDED MANTICORE

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WASTE OF GOLD

Gold. I don't get the fuss when you try to eat it. I guess I once saw a visiting dignitary present our matriarch with some sort of gold-dusted dumpling. But why wouldn't you just use it to buy something tastier or more filling, like a turnip? Could get a lot of turnips for a bottle of gold flakes.

Marp

While many creatures hunger after gold, the blue-furred marp literally eats this precious metal as a vital part of their diet. Although a few marp families live near natural gold deposits, most sources of gold are already under some other creature's control. Therefore, marps generally survive by ingratiating themselves to those creatures. Once they have inured themselves with such a group, they will gather all the gold they can get.

Even hungry marps ask first, a display that varies by region but is rarely more complex than gripping their hands in the air and asking "gold?" in a plaintive voice. Marp cultures consider this process of asking first to be virtuous, but they fundamentally think of gold as a food, not a trade good. As such, they will steal gold if refused, considering it justified the same way one might steal bread if starving. That being said, marps generally attempt to earn their keep by assisting in roles like prospectors or counterfeit detectors, for which their acute sense for gold makes them well suited.

Marps rarely engage in direct combat, preferring to run away if attacked. On the rare occasions they meet other creatures that also eat minerals, they're generally willing to reach an equitable trade agreement.

The scent and feel of lead disgust marps. If a marp is given lead, they no longer approach that creature and leave them alone. Even a single lead coin in a bag of gold is enough to protect the bag from theft, making such coins an effective deterrent in regions frequented by marps.

MARP **CREATURE 4**

SMALL BEAST

Perception +12; darkvision, goldsense (imprecise) 60 feet
Languages Common, Fey
Skills Acrobatics +12, Athletics +10, Deception +13, Thievery +12
Str +4, **Dex** +4, **Con** +2, **Int** –2, **Wis** +2, **Cha** +5
Goldsense Marps can sense any accumulation of gold within range. They also can precisely measure the purity of gold by touch.

AC 20; **Fort** +10, **Ref** +14, **Will** +10
HP 48
Panicked Withdrawal ↩ **Trigger** The marp takes damage from a melee Strike; **Effect** The marp drops any items held in their hands, then Climbs or Strides up to 15 feet.
Speed 25 feet, climb 15 feet
Melee ◆ jaws +12, **Damage** 2d6+6 piercing
Gold? (auditory, emotion, linguistic, mental) ◆ The marp asks for gold from all creatures in a 30-foot emanation. Each target must attempt a DC 22 Will save or retrieve and drop gold valuables as a free action.
Critical Success The target can refuse the request, though they can also choose to willingly hand over any amount of gold. If they do so, they gain a +1 status bonus to the next saving throw they attempt within 1 minute, and they're temporarily immune to Scampering Theft for 1 minute.
Success The target can refuse the request.
Failure The target must drop coins, gold jewelry, or other objects worth 20 gp.
Critical Failure As failure, but 40 gp.
Scampering Theft (manipulate, move) ◆◆ The marp runs and attempts to snatch a purse, pendant, or other such object. The marp Strides up to their Speed, and they can move through enemy spaces during this movement. They then attempt to steal valuables from the target, who must attempt a DC 22 Reflex save.
Success The marp fails to steal anything from the target.
Failure The marp steals one object from the target's possession that is made of or contains gold. They can't steal objects held by or permanently attached to the creature. If the object contains lead, the marp drops it at the target's feet. After stealing the object (or dropping it), the marp then Strides up to their Speed.



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Mjolgat

Over the millennium that they mined the rich mineral deposits of the Shattered Range, the dwarves of Dongun Hold discovered the stalwart mjolgat, a beast that exhibits the uncanny ability to sniff out ore deposits with its incredible sense of smell. To this day, dwarves across Golarion rear mjolgats as companions and draft animals, training them to locate precious metals hidden deep beneath the surface. Some dauntless dwarves even turn mjolgats into mounts, though those brave enough to do so often require ample ear protection, as the creatures release horrifying shrieks when threatened.

Exhibiting a temperament that rivals even a dwarf's surliness, mjolgats have large, cranial crests of bone as broad and heavy as the head of a giant's warhammer. While the rest of their face resembles a cross between an elephant and a yak—with elongated snouts, rodentlike muzzles, and a two sets of horns—their bodies resemble those of squat boars. A straggly mane of thick brown fur covers their massive necks, which develop and strengthen over their life spans to support the massive columns of bone atop their heads. Adolescent mjolgats often lack such athleticism, walking backward and dragging their heads behind them until they can hold their necks upright. A dwarf down on their luck is often compared to a young mjolgat unable to lift their head off the ground.

MJOLGAT — CREATURE 4

SMALL BEAST

Perception +15; darkvision, orescent (precise) 60 feet
Skills Athletics +10, Intimidation +12, Survival +10
Str +5, **Dex** +2, **Con** +4, **Int** –3, **Wis** +2, **Cha** –2
Orescent A mjolgat can detect the ores of unrefined precious metals with its powerful nose. Common earth and stone do not impede the mjolgat from smelling ores deep within the ground.

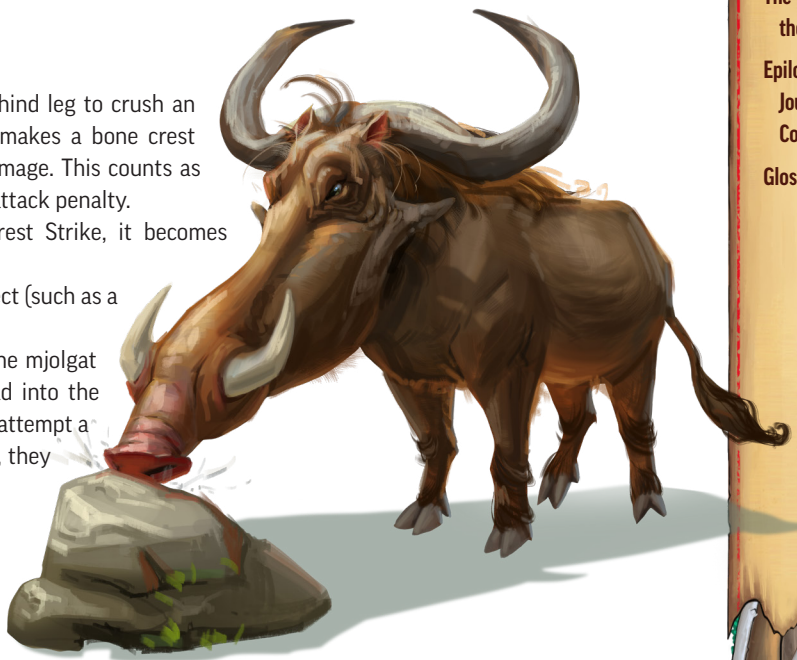
AC 21; **Fort** +14, **Ref** +8, **Will** +8
HP 60
Head On ↷ **Trigger** A creature the mjolgat can see targets the mjolgat with an attack; **Effect** The mjolgat swings its crest in the direction of the danger, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 20 feet
Melee ❖ bone crest +10, **Damage** 2d10+7 bludgeoning
Melee ❖ hoof +12, **Damage** 2d6+4 bludgeoning
Hammerhead ❖❖ (attack) The mjolgat rears upon its hind leg to crush an enemy with its jagged crest of bone. The mjolgat makes a bone crest Strike; on a hit, the mjolgat deals an extra die of damage. This counts as two attacks when calculating the mjolgat's multiple attack penalty.
Punch-Drunk If the mjolgat critically fails a bone crest Strike, it becomes stunned 1 and stupefied 1 for 1 round.
Rockbreaker When the mjolgat deals damage to an object (such as a shield or an ore deposit), it deals double damage.
Shrieking Slam ❖❖ (auditory, emotion, fear, mental) The mjolgat lets out a terrifying screech before bashing its head into the ground. Creatures within 30 feet of the mjolgat must attempt a DC 21 Will save. Regardless of the result of the save, they are then immune to Shrieking Slam.
Critical Success The target is unaffected.
Success The target is frightened 1.
Failure The target is frightened 2.
Critical Failure The target is frightened 3 and fleeing for 1 round.



SHRIEKING SHEPHERDS

Though mjolgats are excellent at locating ore, their stubby hooves are terrible at excavating it. As a result, mjolgats tend to feed only upon ore deposits in loose rock on the surface. However, many mjolgat handlers claim that in the wild, the beasts exhibit a strange tendency to drive digging creatures such as Taldan cave squirrels and magnegors toward ore deposits they've already sniffed out, then shriek to scare the creatures into unearthing more food. I've witnessed several savvy mjolgat trainers leverage this instinct, unearthing significant wealth—and sometimes, grave danger—in the process.



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RUMINDROL EXHUMED

I'd never heard of a rumindrol before the expedition, but Ten told me they come through surki burrows sometimes. They said rumindrols usually come up after earthquakes, that kinda thing. As if it wasn't bad enough to deal with an earthquake when you live underground, now you have this hum spreading through the tunnels. No wonder Ten came up surface-side.

Rumindrol

The elusive rumindrol, an apex predator of the Darklands, lives deep below the surface of Golarion. Capable of emitting siren-like calls that reverberate far and wide through the tunnel systems surrounding its lair, a rumindrol feasts on the giant subterranean worms drawn to its call—as well as shulns and other creatures that feed in the worms' wake—by building up sickening subsonic vibrations within its targets until they are unable to move.

RUMINDROL **CREATURE 15**

RARE | GARGANTUAN | BEAST

Perception +28; motion sense 120 feet, no vision

Skills Athletics +30, Deception +27, Survival +25

Str +9, **Dex** +6, **Con** +7, **Int** –1, **Wis** +5, **Cha** –1

Motion Sense A rumindrol can sense nearby motion through vibration and air movement.

AC 37; **Fort** +30, **Ref** +26, **Will** +23

HP 295; **Weaknesses** cold 10; **Resistances** poison 15, sonic 15

Dreadful Resonance (auditory, aura, incapacitation) 60 feet. Each creature that enters or starts its turn in the emanation must succeed at a DC 36 Fortitude save or become enfeebled 1 (enfeebled 2 on a critical failure) and take 3d8 sonic damage.

Enthralling Call (auditory, aura, emotion, mental) 1 mile. Each non-rumindrol creature that enters or starts its turn within the emanation must succeed at a DC 26 Will save or become fascinated. The creature then becomes temporarily immune to this effect for 1 day (1 hour on a critical failure). Any creature fascinated in this way will attempt to find the source of the rumindrol's cry, mindlessly wandering towards it.

Speed 20 feet, burrow 60 feet

Melee ◆ jaws +30 (reach 15 feet), **Damage** 3d12+15 piercing plus Improved Grab

Melee ◆ leg +30 (agile, reach 15 feet), **Damage** 3d8+15 slashing

Ranged ◆ focused resonance +30 (range increment 120 feet), **Damage** 3d10+15 sonic

Entropic Cry ◆ (auditory, incapacitation) The rumindrol focuses its sonic emanations on a creature it's aware of within the area of its enthralling call aura. The target must attempt a DC 31 Fortitude save.

Critical Success The creature becomes temporarily immune to Entropic Cry for 1 hour.

Success The target is sickened 1.

Failure The target is sickened 2.

Critical Failure The target is sickened 2, enfeebled 1, and stupefied 1.

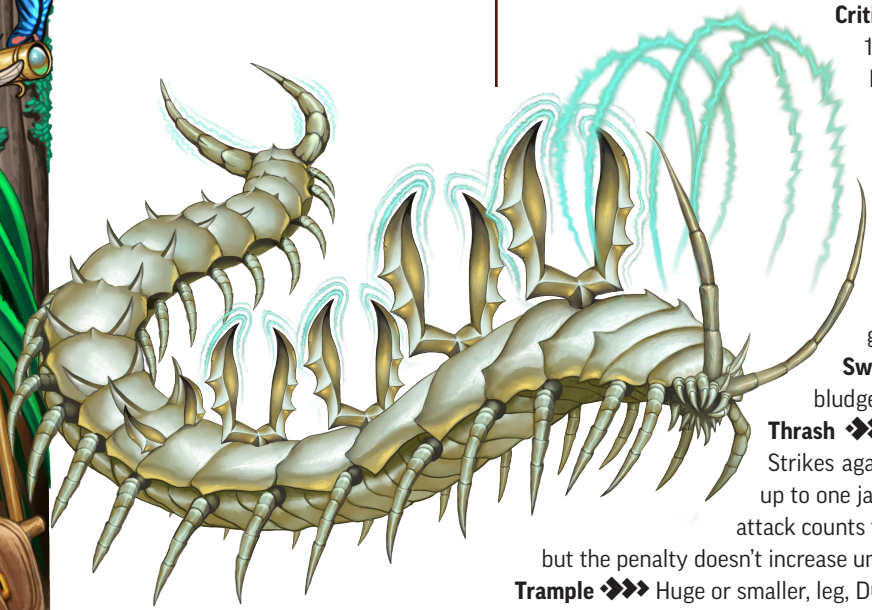
Fast Swallow ↻ **Trigger** The rumindrol Grabs a creature; **Effect** The rumindrol uses Swallow Whole.

Inexorable The rumindrol recovers from the paralyzed, slowed, and stunned conditions at the end of its turn. It's also immune to penalties to its Speeds and the immobilized condition, and it ignores difficult terrain and greater difficult terrain.

Swallow Whole ◆ (attack) Huge, 3d10+9 bludgeoning, Rupture 30

Thrash ◆◆ (attack) The rumindrol attempts individual Strikes against each creature in its reach. It can attempt up to one jaws Strike and any number of leg Strikes. Each attack counts toward the rumindrol's multiple attack penalty, but the penalty doesn't increase until after it makes all the attacks.

Trample ◆◆◆ Huge or smaller, leg, DC 36



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Scroungefeather

The large scavenger birds known as scroungefeathers make their homes near the sites of large battles. These birds feast on blood and carrion and have quickly learned that battlefields provide both in abundance. In spite of this grisly diet, they're best known for another strange adaptation: they build their nests from pieces of armor, weapons, and magic items scavenged on the battlefields. This leaves young scroungefeathers remarkably well protected, allowing both parents to leave the nest to search for food.

Alarmingly, scroungefeathers have learned how to use the items they scavenge for their nests to fend off attackers, flinging arrowheads, thrashing about with knives, and even activating the occasional wand. A scroungefeather nest makes a tempting target for adventurers and thieves, as the treasures tucked within can be quite valuable, but the birds defend their nests fiercely, particularly when there are eggs or chicks inside.

While the feathers of scroungefeathers don't have any magical properties, they're popular among thieves. Insignia for thieves' guilds often include the image of a black feather with two crimson stripes, and such organizations often send new recruits to raid a scroungefeather nest as part of their training.

SCROUNGEFEATHER — CREATURE 5

SMALL ANIMAL

Perception +13; low-light vision
Skills Acrobatics +12, Stealth +12, Thievery +14
Str +3, **Dex** +5, **Con** +2, **Int** –4, **Wis** +1, **Cha** +2

AC 21; **Fort** +14, **Ref** +16, **Will** +8
HP 76

Speed 20 feet; fly 40 feet
Melee ❖ beak +12 (finesse), **Damage** 2d8+3 piercing
Melee ❖ talon +12 (agile, finesse), **Damage** 2d6+3 slashing
Grab Debris ❖ **Requirements** The scroungefeather is in its nest or another environment rich with debris; **Effect** The scroungefeather uses an Interact action to grab an item with its beak, selected randomly; roll 1d4 to determine the type of debris. The scroungefeather gains access to the listed abilities until it uses Tossed Scraps to discard the debris or until it Releases the debris. The scroungefeather can't use its beak attack while it is using its beak to Grab Debris.

d4	Item	Effect
1	Armor scrap	The scroungefeather gains a +2 circumstance bonus to its AC.
2	Shattered blade	The scroungefeather gains a broken blade melee Strike with a +12 attack modifier that deals 2d10+6 slashing damage.
3	Unexploded bomb	When the scroungefeather throws this with Tossed Scraps, all the damage is fire damage, and the bomb also deals 3 fire splash damage.
4	Faulty wand	The scroungefeather gains a magic bolt ranged Strike with a +14 attack modifier that deals 2d6+6 force damage.

Junk Nest The scroungefeather's nest of sharp metallic junk covers a 15-foot-by-15-foot area. The area is difficult terrain and hazardous terrain to any non-scroungefeather creatures. A creature that moves on the ground through the nest takes 3 piercing damage for each square of the area it moves into. Scroungefeathers can Take Cover at any point in the nest.

Tossed Scraps ❖ **Requirements** The scroungefeather has Grabbed Debris; **Effect** The scroungefeather flings the debris at a target within 20 feet, making an attack roll with a +12 modifier. On a success, the target takes 2d10+5 bludgeoning damage.



JUNK PILE HAZARDS

That Grefu, you think he'd realized he's not a hunter anymore. A scroungefeather made off with his precious cleaver the other day, and the gifted fool went wading into the creature's junk pile trying to get it back. Not only did the pest fling some sort of acid bottle at him, but he cut his tail on some old armor, and I had to use half our supply of astrinaria root to make sure he didn't get rust sickness!



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THE FEROCIOUS SEAL

You might see seals lounging about on the surface and think they're lazy, but they really are some of the most marvelous hunters in the ocean. Sometimes when I see their tails from far away through murky waters, I forget they aren't merfolk themselves!

Seal

Seals are semi-aquatic carnivorous mammals found on beaches across Golarion. They're known for their extraordinary hunting skills, using their sensitive whiskers to detect the movement and the size of fish they're hunting, even allowing them to locate hidden prey.

Harbor Seal

Harbor seals are the most common seals found in Golarion and famous for their soft, furry bodies. They're vicious hunters underwater, but typically shy of humanoids on the surface, preferring to hide among the waves rather than face down what seems to be a terrifying land predator.

HARBOR SEAL — CREATURE 2

MEDIUM ANIMAL

Perception +9; darkvision, scent (imprecise) 20 feet, whisker sense 30 feet
Skills Acrobatics +6, Athletics +10, Stealth +8
Str +4, **Dex** +3, **Con** +3, **Int** –4, **Wis** +1, **Cha** +3
Deep Breath A harbor seal can hold its breath for 30 minutes.
Whisker Sense A harbor seal can use its whiskers to sense vibrations as a precise sense at the listed range, but only underwater.

AC 17; **Fort** +9, **Ref** +11, **Will** +5
HP 30

Speed 15 feet, swim 30 feet
Melee ❖ jaws +9, **Damage** 1d8+4 piercing plus Grab (page 213)
Aquatic Ambush ❖ 40 feet (page 212)
Aquatic Feast ❖ **Requirements** The harbor seal has a Medium or smaller creature grabbed in its jaws; **Effect** The harbor seal Swims up to 10 feet, carrying its grabbed creature along with it dealing 1d8 slashing damage (DC 18 basic Fortitude save).

Leopard Seal

Leopard seals are a large species of seals, often growing up to ten feet long. They're the only species of seal known to pursue humanoids.

LEOPARD SEAL — CREATURE 4

LARGE ANIMAL

Perception +13; darkvision, scent (imprecise) 40 feet, whisker sense 60 feet
Skills Acrobatics +8, Athletics +14, Stealth +10
Str +6, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** +2
Deep Breath A leopard seal can hold its breath for 30 minutes.
Protective Blubber A leopard seal treats environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).
Whisker Sense As harbor seal.

AC 20; **Fort** +12, **Ref** +14, **Will** +8
HP 65

Speed 15 feet, swim 40 feet
Melee ❖ jaws +12, **Damage** 2d8+6 piercing plus Grab (page 213)
Melee ❖ tail +12 (agile), **Damage** 2d6+6 bludgeoning
Aquatic Ambush ❖ 50 feet. (page 212)
Predatory Slam ❖❖ **Requirements** The leopard seal is in water; **Effect** The leopard seal travels up to 40 feet, ending its movement on land. Enemies adjacent to the leopard seal when it ends its movement take 2d10 bludgeoning damage (DC 21 basic Reflex save) and are knocked prone on a failure.



LEOPARD SEAL

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Shark

Numerous species of sharks make their homes in the ocean's depths, rarely encountered by land-dwellers.

Goblin Shark

Goblin sharks are deep-sea hunters, dwelling near the ocean floor. They make up for their slow swimming speed with stealthy ambushes, allowing prey to get within reach before lashing out with their extending jaws.

GOBLIN SHARK **CREATURE 5**

LARGE ANIMAL AQUATIC

Perception +15; blood scent, electrolocation 20 feet, scent (imprecise) 100 feet
Skills Athletics +13, Stealth +15, Survival +10
Str +6, **Dex** +4, **Con** +5, **Int** –4, **Wis** +3, **Cha** –3
Blood Scent The shark can smell blood in the water from up to 1 mile away.
Camouflage The goblin shark's coloration blends in with the water. It doesn't need cover to attempt to Hide with a Stealth check while underwater.
Electrolocation A goblin shark can sense minute electrical charges in living creatures, which it can use as a precise sense at a range of 20 feet.

AC 21; **Fort** +16, **Ref** +11, **Will** +10
HP 85
Grasping Jaws Creatures that successfully Escape from the goblin shark's jaws take 1d6 persistent bleed as the shark's hold tears flesh away.

Speed swim 20 feet
Melee ❖ jaws +13, **Damage** 2d8+6 piercing plus Grab (page 213)
Lunging Bite ❖❖ The goblin shark dashes forward and extends its jaws bite a creature. It swims up to 10 feet in a straight line and makes a jaws Strike with a reach of 10 feet.

Helicoprion

Though not a true shark, the helicoprion belongs to a similar lineage of cartilaginous fishes. The predator's most striking feature is its tooth whorls, which spiral outward in its lower jaw.

HELICOPRION **CREATURE 10**

UNCOMMON GARGANTUAN ANIMAL AQUATIC

Perception +21; blood scent, scent (imprecise) 100 feet
Skills Athletics +24, Stealth +17, Survival +15
Str +8, **Dex** +3, **Con** +6, **Int** –4, **Wis** +3, **Cha** –1
Blood Scent As goblin shark.

AC 28; **Fort** +22, **Ref** +19, **Will** +16
HP 230

Speed swim 60 feet
Melee ❖ jaws +22 (reach 10 feet), **Damage** 2d10+12 slashing plus 1d8 persistent bleed and Improved Grab (page 213)
Deshell ❖ (attack) **Requirement** A creature is grabbed or restrained in the helicoprion's jaws; **Effect** The shark rips into the creature dealing 3d10 slashing damage (DC 26 basic Reflex save).
Swallow Whole ❖ Huge, 2d10+10 bludgeoning, Rupture 22 (page 213)



Shark Dentition

Though shark teeth are commonly thought of as serrated, the type of teeth a shark possesses depends on its diet. As Karlonn famously detailed, flattened teeth help sharks crush crustaceans, while sharks with needle-like teeth feed on small prey, such as squid. I'm unsure what the whorled jaw of the helicoprion could be used for, though. Perhaps to prevent prey from escaping its jaws, similar to eels? More research is necessary.



HELICOPRION

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ANOTHER WORLD

I've seen creatures introduced from one region to another, of course, but the shotalashu is from another planet entirely. I've devoted my life to exploring the creatures of Golarion, and I would say that I've accomplished some measure of success in my studies. But for all that we've learned, there are entire other worlds out there as well. While I know precious little of Castrovel, it must be quite lushly forested, given the shotalashu's ability to stride through undergrowth, but I'm unsure how much more of the planet's characteristics I can extrapolate from a single creature.

Shotalashu

These reptilian beasts of burden are primarily known for their telepathic nature and close bond with their riders. Shotalashus are native to the planet Castrovel, where they are the traditional mounts of lashunta warriors, though some have appeared on Golarion thanks to travel between the two worlds. Both elves and lashuntas have brought shotalashus to Golarion, though elves are somewhat more likely to sell or give them away.

Mounted combatants covet these alien creatures, though taming one is not as simple as buying a horse or camel. A shotalashu must form a telepathic bond with their rider before any riding is permitted, and once the creature forms such a bond, they will not permit any other rider. While telepaths have the easiest time forming this bond, others have found ways to prove their worth.

Any shotalashus encountered in the wilds of Golarion most likely escaped from captivity—a notable wild pack exists on the Isle of Kortos, descended from such runaways. Would-be riders are most likely to find available shotalashus in Absalom, Kyonin, and southern Garund. Shotalashus are extravagantly expensive to raise on Golarion, resulting in corresponding prices when they appear on the market. However, the friends of riders who've passed will often help the surviving shotalashus find a new rider once they're ready.

SHOTALASHU CREATURE 2

UNCOMMON LARGE BEAST

Perception +9; darkvision

Languages Elven, Lashunta (can't speak any language); empathic communication

Skills Acrobatics +8, Athletics +8, Stealth +8, Survival +7

Str +2, **Dex** +4, **Con** +2, **Int** –3, **Wis** +3, **Cha** +2

Empathic Communication While a shotalashu can't speak, even telepathically, it understands simple commands in the languages it knows. It returns telepathic sensations of emotion to creatures touching it or the partner of its telepathic link at any distance.

Telepathic Link (mental, occult) A rider who would tame a shotalashu for a mount must first form a telepathic link with it. Establishing this link require spending a week with the desired mount and succeeding at a DC 21 Occultism check. Any creature with telepathic capabilities, such as telepathy, touch telepathy, empathic sense, or the ability to cast spells such as *telepathy*, gains a +4 circumstance bonus to this check. This link remains and neither can form a new link until one member dies. The shock of a partner dying leaves the survivor stupefied 2 for 24 hours and prevents forming a new link for at least a month.

AC 18; **Fort** +8, **Ref** +10, **Will** +11

HP 35

Speed 40 feet, jungle stride

Melee ❖ claws +10 (agile, finesse), **Damage** 1d6+2 slashing plus 1d4 mental

Jungle Stride The shotalashu ignores difficult terrain due to vegetation.

Telepathic Pounce ❖❖ (mental, occult) The shotalashu hunts by pinning its foes with its mind. One creature within 30 feet must attempt a DC 18 Will save.

Critical Success The creature is unaffected.

Success The creature takes a –5 foot status penalty to its Speeds for one round.

Failure The creature takes a –10 foot status penalty to its Speeds for one round. The shotalashu can then Leap.

Critical Failure The creature is off-guard and immobilized for one round. The shotalashu can Leap.

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Sky Fisher

The sky fisher is an unusual aerial predator, mostly found in tropical jungle regions but occasionally seen as far north as Varisia. Naturalists believe it's a distant relative of the jellyfish that has evolved into a new ecological niche through prolonged exposure to elemental energies from the Plane of Air. That the biggest, most aggressive sky fishers are found (and thought to have originated) near powerful loci of elemental air, such as in Garund's Terwa Uplands or around the Eye of Abendego, lends further credence to this theory.

In appearance, a sky fisher resembles an enormous jellyfish, its many dangling tendrils hanging beneath a clear bulbous body. Although its appearance is quite difficult to accurately determine, as its natural transparent form is almost completely invisible, its inside contain a complex chemical factory that produces lighter-than-air gases, paralyzing toxins, and flesh-eating enzymes. These enzymes are highly potent and often desired by toxicologists due to their unique properties. The creature hunts by hovering just above the forest canopy, using eye-like clusters on the ends of its tentacles as a kind of inverted periscope. When it spots prey, it floats close and waits for an opportune moment to sting. Then, as paralysis takes hold, the sky fisher hoists its meal into the sky to slowly consume it. Inside, enzymes break down the dead or paralyzed victims into a bloody slurry.

A recently fed sky fisher can always be quickly identified by the looping coils of blood that circulate through its body—a beautiful, if terrible, sight.

SKY FISHER — CREATURE 11

HUGE ANIMAL

Perception +18; darkvision

Skills Acrobatics +21, Athletics +21, Stealth +23

Str +5, **Dex** +7, **Con** +7, **Int** –4, **Wis** +0, **Cha** –3

AC 30; **Fort** +22, **Ref** +22, **Will** +15

HP 200; **Immunities** precision; **Resistances** bludgeoning 14, poison 14; **Weaknesses** piercing 7, slashing 7

Transparency Unless it has fed recently, the sky fisher is naturally invisible. Using non-hostile actions does not cause the sky fisher to become hidden. When it takes a hostile action of any kind, the sky fisher is hidden instead of undetected until the start of its next turn, as the vague outline of its many tendrils temporarily becomes faintly visible.

Speed fly 20 feet

Melee ❖ stinging tentacle +24 (agile, reach 30 feet), **Damage** 2d8+8 bludgeoning plus sky fisher venom and Grab (page 213)

Abduct ❖ (attack) The sky fisher reels in a target grabbed by its tentacles, pulling them into an adjacent space, and then attempts to Swallow them Whole (Large, 3d8+12 acid, Rupture 25). The sky fisher can only use Swallow Whole when using Abduct.

Enzymic Vent ❖❖ (poison) The sky fisher vents flesh-eating enzymes into the air, dealing 3d6 persistent acid damage and 3d6 persistent bleed damage in a 20-foot emanation (DC 25 basic Reflex save). It can't use Enzymic Vent again for 1d4 rounds.

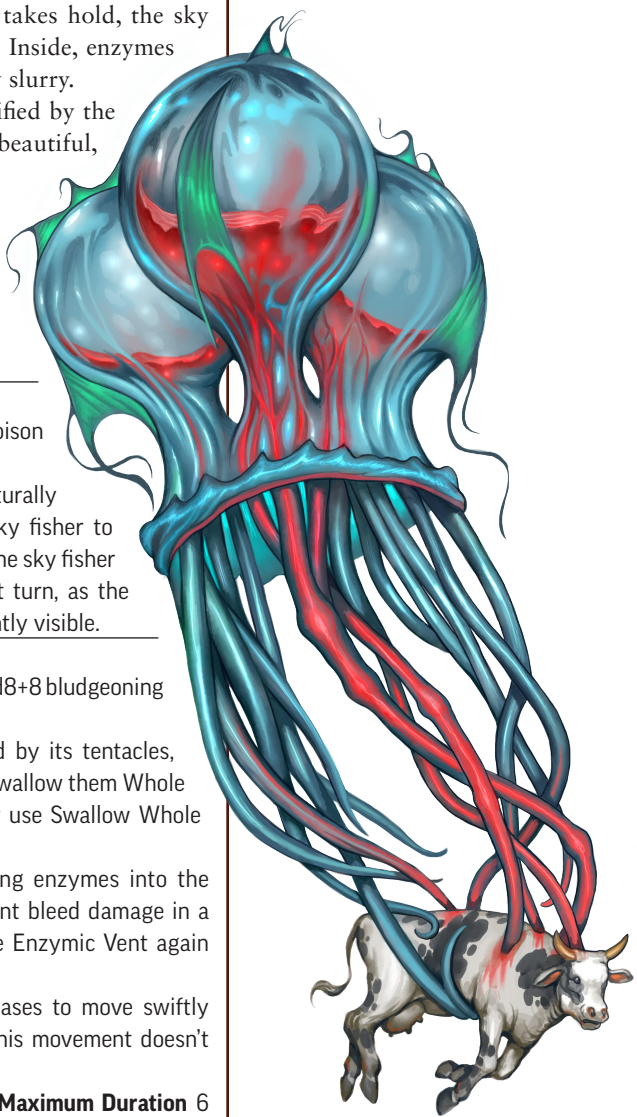
Jet ❖❖ (move) The sky fisher quickly expels some of its gases to move swiftly through the air, Flying up to 100 feet in a straight line; this movement doesn't trigger reactions.

Sky Fisher Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 poison damage, clumsy 1, and can't speak above a whisper (1 round); **Stage 2** 3d8 poison damage, clumsy 2, and can't speak (1 round); **Stage 3** 3d10 poison damage and paralyzed (1 round)



INVISIBLE OBSTACLES

We almost flew into a sky fisher the other day—I couldn't see the fisher itself, but I managed to spot this big balloon-like patch where the clouds were getting pushed out of the way. Unfortunately, the Professor was at the helm instead of Lythea (or me), and he was talking with Chari, and I couldn't get him to pay attention. Eventually, I grabbed the helm and swerved the ship out of its path. Some thanks I got!



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THE DEVOURING SUN

Remnants of the demonic hordes still scattered about Sarkoris share terrified stories of The Sun That Lurks, an immense sunscale serpent who seems to show up out of nowhere, decimating demonic foot soldiers then disappearing as quickly as it appeared. Many of these stories also speak of The Sun That Lurks having a mortal rider mounted upon it, who wields a fearsome bow with arrows that cause demonic flesh to desiccate almost instantly.

Spirit Guide

Many of Sarkoris's fiercest defenders among the land's spirit guides died in the early throes of conflict against the demons spilling forth from the Worldwound. The mighty sunscale serpents from the family of guardian guides used to shed their light across the land, but their wings were among the first lights blackened by the hordes of the demon lord of locusts. The swift guides were first to the fray, and first to fall. With the Worldwound closed and the demons in retreat, some of these guides have returned once more, helping secure the borders of the Sarkoris Scar against demonic resurgence.

Guardian Guide

Guardian guides take any size or shape, from quiet mouse spirits that protect families from pestilence and locusts to mighty sunscale serpents who embody the watchful wrath of the sun itself.

SUNSCALE SERPENT — CREATURE 14

UNCOMMON HUGE BEAST INCORPOREAL SPIRIT

Perception +25; low-light vision, tremorsense (imprecise) 100 feet
Languages Common, Draconic; *truespeech*
Skills Acrobatics +25, Athletics +25, Stealth +33, Survival +28
Str +8, **Dex** +4, **Con** +3, **Int** +1, **Wis** +6, **Cha** –1

AC 36; **Fort** +25, **Ref** +26, **Will** +28
HP 251; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 14 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)
Reactive Strike ↷ tail only

Speed 40 feet, fly 40 feet
Melee ❖ jaws +28 (magical, reach 10 feet), **Damage** 3d8+11 force plus Improved Grab (page 213)
Melee ❖ tail +28 (agile, magical, reach 15 feet), **Damage** 3d6+11 force plus Push
Primal Innate Spells DC 31; **Constant (5th)** *truespeech*
Bond with Mortal (mental, primal) **Frequency** once per day; **Effect** The spirit guide spends 10 minutes to form a bond with a mortal creature. While the bond exists, the spirit guide increases their current and maximum Hit Points by 28, gains a +2 status bonus to their attack and damage rolls, and can communicate telepathically with the bonded mortal as long as the two beings are on the same plane. The spirit guide can only be bonded with one mortal at a time, and they can take this action again to end the bond or to form a new bond (which also ends the old bond). The bond also ends if the spirit guide or the mortal dies.

This bond strengthens the spirit guide's connection to the Universe. While bonded, the spirit guide loses the incorporeal and spirit traits, loses their immunity to disease, paralysis, and poison, along with their resistance to all damage, and changes their Strikes to deal the appropriate amount of physical damage (typically piercing or slashing) instead of force damage.

Bonded Strike ❖❖ **Requirements** The sunscale serpent is currently Bonded with a Mortal; **Effect** The sunscale serpent makes a jaws Strike. If this attack hits, the bonded mortal can spend their reaction to Strike the same target.

Sun's Heat ❖❖ The sunscale serpent Flies up to its fly Speed. All creatures directly below the spaces it moves through must succeed at a DC 31 Fortitude save or be exposed to sun's touch poison. The serpent cannot fly further than 60 feet above the target or the poison becomes too dispersed in the fall to take effect.



SUNSCALE SERPENT

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Sun's Touch (poison) **Saving Throw** Fortitude DC 34; **Maximum Duration** 6 rounds; **Stage 1** 6d8 poison damage and clumsy 1 (1 round); **Stage 2** 8d6 poison damage and clumsy 2 (1 round); **Stage 3** 6d10 poison damage and fatigued (1 round)

Swallow Whole ❖ Large, 2d10+9 force and 2d10 fire, Rupture 32 (page 213)

Unleash the Sun ❖❖❖ **Requirement** The sunscale serpent is flying; **Effect** The sunscale serpent Flies up to its fly Speed, then crashes to the ground, releasing a wave of heat dealing 5d10 fire damage to all creatures within a 60-foot burst and searing their eyes with the erupting glory of its scales. Each creature in the area must attempt a DC 31 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is dazzled for 1 round.

Critical Failure The creature takes full damage, is blinded for 1 round, and dazzled for 1 minute.

Swift Guide

Swift guides are often among the first spirit guides to respond to threats, and they're said to move with such incredible speed that it's impossible to tell whether they're one or many until the battle is resolved.

MIRROR WOLF CREATURE 7

MEDIUM BEAST INCORPOREAL SPIRIT

Perception +18; low-light vision, scent (imprecise) 30 feet

Languages Common; *truespeech*

Skills Acrobatics +15, Athletics +12, Intimidation +11, Stealth +19, Survival +17

Str +3, **Dex** +6, **Con** +2, **Int** +1, **Wis** +3, **Cha** –2

AC 24; **Fort** +14, **Ref** +19, **Will** +15

HP 117; **Immunities** disease, paralyzed, poison, precision; **Resistances** all damage 7 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)

Visage Strike ↻ **Trigger** A creature adjacent to the mirror wolf's visages damages mirror wolf's ally; **Effect** The mirror wolf teleports to the visage's spot, destroying the visage, and makes a jaws Strike.

Speed 35 feet

Melee ❖ jaws +17 (magical), **Damage** 2d8+8 force plus Knockdown

Primal Innate Spells DC 22; **3rd** *revealing light*; **Constant (5th)** *truespeech*

Bond with Mortal (mental, primal) **Frequency** once per day; **Effect** As sunscale serpent, except the mirror wolf's Hit Points are increased by only 14.

Strafing Strike ❖❖ The mirror wolf makes a jaws Strike against a creature within range. The mirror wolf can then Stride and make a second jaws Strike against the same creature.

Bonded Strike ❖❖ As sunscale serpent.

Lingering Assailant (illusion, visual) The mirror wolf attacks with such speed it leaves a visage of itself behind. When the mirror wolf Strikes, they leave behind a visage in an adjacent square. The visage is treated as an ally for effects such as flanking and pack attack. A visage has AC 10 and 1 HP and lasts for 1 round.

Pack Attack The mirror wolf's Strikes deal 1d8 extra damage to creatures within reach of at least two of the mirror wolf's allies.



THE WOLF AND THE KNIGHT

Sarkorians and their Reclaimer allies who live near the Shudderwood share stories of a mirror wolf bonded to a young Mendevian swordsman. The duo have frequently appeared in response to attacks against caravans of merchants and pilgrims supporting the Sarkorian reclamation efforts, fighting with unbridled ferocity. After their victories, boy and wolf stay only long enough to share news of other potential threats and perhaps a bite of food and sip of water, before retreating to the woods once more.



MIRROR WOLF

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STONY SOLVENTS

many try to raise stony goats to harvest the minerals in their cud before the creatures can petrify themselves but their saliva itself is excellent for cleaning machinery

its one of the ways we descale our ships wings though i think if i told charikleia what the cleaning solvent was she might stop volunteering to help with maintenance duty

Stony Goat

Stony goats diverge from their common cousins via their rock-like horns and unique appetites. These meek creatures love to eat mineral ores, using teeth tougher than diamonds to grind down rocks and metals. The indigestible components, such as refined chunks of metal and precious stones, coagulate into a cud the goat regurgitates to further ruminate on. In emergency situations, stony goats can even drain nutrition from their cud. These properties might make stony goats excellent companions for miners and metalworkers; however, the beasts are quite rare and famously difficult to train.

Stony goats are jumpy creatures with a prey animal's wide field of view and a strong survival instinct. They also have a unique defense mechanism: when startled, stony goats temporarily petrify into solid stone, dissuading predators through inedibility. This combination of weak nerves and tremendous climbing ability often leads to travelers discovering what appears to be a lone statue of a goat in an otherwise unoccupied mountainous area.

Keen observers can discern a stony goat's recent diet via the mineral flakes that form in the goat's horns, such as light silver streaks indicating a meal of dawnsilver ore. Collectors often hunt stony goats and display horns with rare properties. If a stony goat destroys its cud for emergency nutrition, its horns appear as solid chunks of the minerals it consumed for about an hour before reverting to their rock-like norm.

STONY GOAT — CREATURE 2

RARE SMALL ANIMAL

Perception +11; all-around vision

Skills Acrobatics +8 (+10 to Escape), Athletics +8 (+11 to Climb), Survival +6

Str +3, **Dex** +4, **Con** +3, **Int** –4, **Wis** +2, **Cha** +1

Cliff Climber A stony goat can trot across the steepest cliffs. It doesn't need to attempt Climb checks to scale inclines, and it isn't off-guard while Climbing an incline. It ignores difficult terrain caused by rocks, rubble, and uneven ground made of earth and stone.

Items cud worth 28 gp

AC 17; **Fort** +8, **Ref** +11, **Will** +5

HP 28

Self-Petrify ↻ (polymorph) **Trigger** The stony goat gains the frightened condition or takes more than 8 damage in a single hit; **Effect** The stony goat turns to stone in self-defense. It gains the petrified condition for 1d4 rounds. If the goat is damaged while it's petrified, it immediately heals by that amount by absorbing minerals from its cud, causing its cud to lose value equal to the amount of Hit Points restored (for instance, losing 5 gp worth of value to restore 5 Hit Points); if the goat's cud is reduced to 0 gp, it has the minerals fully drained from it, and the goat won't form more cud until it has eaten a sufficient quantity of rock and slept.



Speed 40 feet

Melee ❖ head +8, **Damage** 1d8+3 bludgeoning

Overhead Leap ❖ (move) The stony goat Leaps up to 12 feet vertically and 20 feet horizontally; this movement doesn't trigger reactions.

Shove and Run ❖ The stony goat attempts to Shove the nearest creature and then Strides with a +20-foot circumstance bonus to Speed.

Stone Bolt ↻ **Trigger** The stony goat loses the petrified condition; **Effect** The stony goat's first instinct is to escape. It Strides with a +20 circumstance bonus to its Speed.

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Storm Snake

Storm snakes are reclusive creatures only seen in the wild during intense storms. The metallic scales that cover their bodies attract and absorb nearby lightning strikes, suffusing the creatures with a halo of blue or white light. Because storm snakes are most often sighted in solitude and disappear without a trace as soon as a storm recedes, a lot of folklore across Golarion considers them to be the emissaries of storm deities and harbingers of disaster.

Before live clutches of storm snake young were first discovered, it was hypothesized that the creatures were made of mist and vapor; many assumed them to be illusory shapes within the clouds themselves or fleeting dragon sightings. New zoological research has found, however, that storm snakes are actually a distant cousin of dragons. Raised on mountaintops in small broods, storm snakes have underdeveloped limbs and lack any form of wing. Instead, they expand and contract their metallic scales to capture the static electricity in wind currents, which keeps them aloft during high winds and storms.

Research has also shed light on the diet of these naturally shy creatures. Rather than consuming electricity, as many who'd observed them in storms believed, storm snakes are herbivorous, enjoying most varieties of grasses, plants, or tree leaves. This diet, considered alongside their flight patterns during thunderstorms, has been theorized to be a form of symbiosis; after all, any lightning strikes absorbed by a storm snake during a storm can't damage the plant growth below. Additionally, safely discharged electricity from a storm snake has been observed to stimulate growth in a wide variety of flora, all while having no adverse affects on the plants' palatability or nutritional benefits. Many farmers have tried in vain to capture, tame, or otherwise attract storm snakes to their fields to invigorate their crops during tough times, though few have succeeded.

STORM SNAKE — CREATURE 5

MEDIUM BEAST DRAGON ELECTRICITY

Perception +12; low-light vision

Skills Acrobatics +11 (+13 to Fly), Stealth +10

Str +3, **Dex** +5, **Con** +2, **Int** –1, **Wis** +3, **Cha** +0

AC 21; **Fort** +12, **Ref** +15, **Will** +9

HP 70; **Resistances** electricity 8

Static Shock ↷ **Trigger** A creature touches the storm snake or damages it with an unarmed melee attack or non-reach melee weapon; **Effect** The triggering enemy is shocked for 2d8 electricity damage (DC 19 basic Fortitude save). On a failed save, the target is stunned 1.

Speed 30 feet, fly 30 feet

Melee ❖ tail +12, **Damage** 2d4+5 slashing plus 1d4 electricity

Lightning Strike ❖ The storm snake redirects the lightning it has absorbed from storms, dealing 2d10 electricity damage to a single target within 20 feet (DC 19 basic Reflex save). On a failure, the target is dazzled until the end of its next turn.

Static Field ❖❖ The storm snake gathers all static electricity in the area before releasing it in a 30-foot emanation that deals 3d12 electricity damage to all non-plant creatures (DC 19 Reflex save) and grants plant creatures 5 temporary Hit Points that last for 1 minute. Plant life in the area begins to grow significantly faster than the average for plants of their genus; in forests, fields, or otherwise floral locations, this immediately transforms the area into non-magical difficult terrain. The storm snake can't use Static field again for 1d4 rounds.



STORM GREENS

Some centaurs living in particularly stormy regions have managed to tame storm snakes. You have to give them a bunch of greens, but in return, the snakes can direct lightning away from your crops. The crops taste a bit sharp for a few days after a storm, though. I wonder why that is?



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OPPARA'S SQUIRREL PROBLEM

Though named for Taldor, cave squirrels aren't indigenous to the area. I remember when they were just a rare and fashionable pet for young Opparan socialites, who would lead the animals around on fancy leashes and take them to parties. This is almost certainly why they continue to infest the ground below the city. The squirrels have begun to impact the city's commerce by building upward where the ground is pliable and easy to mold, such as on popular roads and wagon trails.

Taldan Cave Squirrel

Taldan cave squirrels, also known as tauhotis, are a curious cousin of the much smaller common ground squirrel, found anywhere with large, grassy flatlands. The creatures burrow underground, forming cave systems tall enough for giants in astonishingly little time. Once the caves are excavated, the squirrels turn their attention toward the largest quantities of gems or metals they can find—including those in the ground floors and vaults of nearby buildings. Nothing is off-limits, and no effort is too large when these squirrels go gem hunting.

Cave squirrels' desire for these precious stones and ores arises not from greed, but rather productivity. After returning to the cave system, cheek pouches full of treasure, the males deposit the stolen goods before the females, who lick and spit on the piles of gems and metals to form them into structural pillars. Given the cave squirrels' tireless work habits, these pillars can solidify in a matter of hours, easily displacing existing stone and soil. Many an Opparan groundskeeper has stepped outside after a lovely teatime to find months of work undone in a scene of utter, glittering chaos. Architects throughout history have attempted to recreate or imitate these gleaming pillars; however, they rarely succeeded, for they often lacked a certain unpredictable pragmatism the cave squirrels seem to effortlessly achieve.

When threatened, cave squirrels will let out a high-pitched scream to warn their colony. They can spit out any food or building materials in their cheek pouches with deadly speeds at attackers.

TALDAN CAVE SQUIRREL — CREATURE 5

MEDIUM ANIMAL

Perception +15; low-light vision, scent (imprecise) 60 feet, tremorsense (imprecise) 40 feet

Skills Acrobatics +11, Athletics +12, Survival +13

Str +4, **Dex** +4, **Con** +5, **Int** –4, **Wis** +1, **Cha** +2

Studded Cheeks The cave squirrel can store up to six gems in its cheeks. It typically begins combat with all six, and it loses a gem each time it uses gem spit.

AC 21; **Fort** +13, **Ref** +15, **Will** +9

HP 95

Defensive Scream ↻ (auditory) **Trigger** The cave squirrel rolls initiative or has taken damage before initiative; **Effect** The cave squirrel lets out an ear-piercing shriek, alerting any other cave squirrels in the area to its plight. It uses Screaming Force.

Speed 30 feet, burrow 40 feet

Melee ❖ jaws +15 (agile), **Damage** 2d6+4 piercing plus Grab

Melee ❖ claw +13 (agile), **Damage** 2d8+4 slashing

Ranged ❖ gem spit +15 (range 20 feet), **Damage** 2d8+6 bludgeoning plus concussive gem

Concussive Gem On a critical hit on a gem spit Strike, the target must succeed at a DC 22 Fortitude save or become stunned 1.

Forage for Gems ❖❖ The cave squirrel dives underground in search of gems. The cave squirrel Burrows up to its Speed. It must end its movement back on the surface. During its burrow, it happens upon 1d4 cheap gems (such as salt or quartz), which it stuffs in its cheeks, up to its maximum of 6.

Natural Speed A cave squirrel isn't affected by difficult terrain from earth or stone.

Screaming Force ❖ (auditory, sonic) The cave squirrel lets out a terrible scream. Non–cave squirrel creatures within 30 feet must succeed at a DC 22 Fortitude save or take 2d10 sonic damage. On a critical failure, a creature is deafened for 1 minute. The cave squirrel can't use Screaming Force again for 1d4 rounds.



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Tardigrade

Tardigrades grow no larger than the width of a hair, but when their riverside environments are exposed to heightened levels of magic, these eight-legged omnivores can grow to tremendous sizes.

Giant Tardigrade — Creature 9

HUGE AMPHIBIOUS ANIMAL

Perception +16; tremorsense (imprecise) 30 ft
Skills Athletics +19, Stealth +14, Survival +18
Str +4, **Dex** +3, **Con** +6, **Int** –5, **Wis** +3, **Cha** +1
Eyespots A giant tardigrade can't see anything beyond 30 feet.

AC 23; **Fort** +23, **Ref** +16, **Will** +16
HP 120; **Resistances** all damage 10

Tun State ◆ **Trigger** The tardigrade would be reduced to 0 Hit Points or would die due to starvation, suffocation, or similar environmental causes; **Frequency** once per week; **Requirements** The tardigrade isn't already in tun state; **Effect** The giant tardigrade doesn't die but instead remains at 1 Hit Point and curls into a dry ball, called a tun. While in this tun state, the giant tardigrade is unconscious, doesn't need to eat, drink, or breathe, and doubles its resistance to 20. It remains in tun state indefinitely until covered in significant amounts of water, at which point it begins to rehydrate, gaining regeneration 5. The regeneration persists until it reaches maximum Hit Points. The giant tardigrade then exits its tun state.

Speed 25 feet, climb 25 feet
Melee ◆ stylet +19, **Damage** 3d8+6 piercing plus 1d8 persistent bleed
Melee ◆ claws +19 (agile, reach 10 feet), **Damage** 3d6+6 slashing plus Grab
Vacuum Mouth ◆◆ **Requirements** The giant tardigrade doesn't have a target grabbed; **Effect** The giant tardigrade draws in air with its mouth. All creatures in a 20-foot cone must succeed at a DC 25 Reflex save or be pulled adjacent to the giant tardigrade. The tardigrade chooses one creature that failed its save, Grabbing the target in its claws and making a stylet Strike.

Tardigrade Swarm — Creature 12

LARGE AMPHIBIOUS ANIMAL

Perception +21; tremorsense (imprecise) 30 ft
Skills Athletics +19, Survival +21
Str +2, **Dex** +4, **Con** +6, **Int** –5, **Wis** +3, **Cha** +1
Eyespots A tardigrade swarm can't see anything beyond 30 feet.

AC 28; **Fort** +26, **Ref** +21, **Will** +19
HP 140; **Immunities** precision, swarm mind **Resistances** all damage 10 (except area and splash)

Tun Marbles As the tardigrade swarm is damaged, the bodies of those that enter a tun state make the ground treacherous. When the tardigrade swarm drops below 70 Hit Points, the space they occupy is considered difficult terrain.

Speed 25 feet, climb 25 feet
Stylets ◆ Each enemy in the swarm's space takes 4d8 piercing damage (DC 32 basic Reflex save). Creatures that fail their save become drained 1 or increase their drained condition by one, to a maximum of drained 4.



Speaking to the Smallest Sea

Some merfolk can speak with fish or other creatures, but I once saw a priestess who claimed to be able to speak with creatures smaller than a drop of water, claiming that rather than commanding the water with magic, as most merfolk do, she merely asked the creatures in the water to move it for her. I never thought much of it, but upon encountering these "tardigrades," I find myself reflecting back to that moment.



GIANT TARDIGRADE

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A Sanctuary for Unicorns

Unicorns are naturally elusive creatures, as intelligent as iruxis and aware of even the slightest darkness that clouds our hearts. Indeed, contrary to popular belief, unicorns can recognize kind-hearted souls of any age or gender. The misconception that such awareness is limited is understandable; the way that a unicorn interacts with the pure of heart displays an obvious fondness in their demeanor, especially in their dealings with children. Unfortunately, such children are rarely equipped to provide rigorous scholarly accountings of their encounters with these magnificent creatures.

Even in most areas where unicorns reside, they appear more often in rumor than in the flesh. When unicorns do reveal themselves, it is usually with a specific purpose of saving children or other pure individuals from danger. Even so, their presence is usually silent and brief. Most detailed records about unicorns come from the rare few who volunteer as mounts when the pure of heart have no alternative but to enter into battle. I've found that applying the lessons from these tales to all unicorns is as inaccurate as expecting all humanoids you meet to reach the heights of their ancestry's most noble heroes. I hesitate to suggest trusting my word over the tales of your own people, but just consider whether those tales are meant to represent unicorns as a whole or single out specific unicorn exemplars.

An Auspicious Meeting

During our journey, we were lucky to stumble into the Monkeros Sanctuary, a hidden forest doubling as both a nature reserve and home for a small herd of unicorns. Of course, I will not share its location—indeed, publicizing the location of any unicorn poses a terrible danger to them. With that in mind, many who support the sanctuary do so without ever seeing the unicorns they protect. A rare few academic visitors are allowed along with a handful of mercenaries, both vetted through the churches associated with Monkeros and further by the unicorns themselves.

Although unicorns have the capacity for speech far surpassing my own eloquence, their nervousness around outsiders makes direct interviews difficult. It was only by enlisting the aid of ten-year-old Theom, the son of a visiting scholar, that I was able to establish something of a dialogue with the most outgoing of the unicorns. Theom knew the unicorn as "Periwinkle," which she seemed happy to accept—much like our own Ten has adopted their moniker. Even in the oldest stories and tales, the true name of a unicorn is always missing. It seems too much of a coincidence that this detail is so persistently lacking; I'm left to believe that unicorns must have a very good reason to protect the secrecy of their true name.

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The day we were to meet Periwinkle, we rose shortly after the sun. Theom energetically consumed a full breakfast while Charikleia and I were still wiping the sleep from our eyes. Seeing the boy focus so intently on eating so that we could more quickly begin our little journey, I wistfully recalled the vigor of my youth. Though we likely took too long for Theom's liking, we eventually gathered our gear—me with my reading spectacles and notebook, and Chari with her sketching paper and charcoals—and set out into the forest to meet with the unicorn.

A bit of morning fog still hung in the air as we followed a barely marked path through the trees. I could feel we were being watched—and judged—by the unicorns and other denizens of the forest, who remained just out of sight. Chari stopped several times to draw images of a few species of interesting insects, which, of course, caused Theom to grow ever more impatient. With each of his exasperated sighs, I deflated the tensions by asking him to further describe another detail of his first encounter with Periwinkle.

We presently came to a small glade surrounded by flowering shrubs. Theom called out gently, though I'm certain the unicorns already knew we were there. The sun peeked out from behind the clouds, and the most graceful equine creature I have ever seen stepped from between the far line of trees into the resulting beam of light. Their coat was as white as sun-bleached bone in the desert sands. The slight tinge of bluish-purple at the ends of their mane's white hair made it clear how Theom had derived their name. Though they had powerful muscular haunches, they moved delicately across the glade toward us, their hooves barely making imprints in the grass. As they dipped their head in greeting, I got a closer look at their horn. It was at once both splendent, resembling spiraled mother-of-pearl, and a deadly natural weapon.

"This is Periwinkle," Theom said proudly.

Periwinkle greeted us cordially but kept their distance. I did my best to reassure them that we were part of a scientific expedition and meant the inhabitants of the sanctuary no harm. I like to think Periwinkle believed me, though it was difficult to tell for certain as we kept apart a few hundred feet. I could recognize that attempting to get any closer could damage the tenuous relationship.

As Charikleia drew her sketches, I chatted with Periwinkle, their mellifluous voice barely rising above a whisper the whole time. Luckily, the rest of the forest seemed to lapse into silence out of respect, and the unicorn's words carried easily across the intervening space. It was during this conversation that I learned unicorns' nervousness was even more justified than I had understood. I was aware of the black market for unicorn horns, but it was a very different matter hearing tales of harrowing escape from hunters—even sanitized for a child's ears.

Periwinkle and their kin were safe from such predations within this sanctuary, but they still needed to deal with those who sought out their secret forest to be granted magical boons for aid with troubles that the unicorns' powers couldn't solve. Perhaps sensing Theom's discomfort or my own, Periwinkle swiftly moved from that topic to happier tales, but I doubt the unicorn's matter-of-fact descriptions of having to turn away those in need will ever leave me.

Unicorns and Their Kin

Over the course of the next few days, Theom and I were able to speak with Periwinkle at great length. I took the opportunity to ask about some of the more uncommon varieties of unicorns I'd come across in my studies. Theom was naturally drawn to stories of the alicorns, rare unicorns infused with a titanic cascade of magic through accident or artifice. Or perhaps they're just the result of unicorn dalliances with wild pegasi; as with the best stories, it varies somewhat in the telling. In any case, Periwinkle spoke of horned equines with a natural mastery of the arcane arts and, more importantly to Theom, great colorful wings that allowed them to explore the endless sky. In his eyes I saw the same spark I felt so long ago, and I hope his quest brings him to meet as good of friends as mine.

Periwinkle also revealed to us that a species many thought were unrelated to unicorns is actually kin. Karkadanns—mighty one-horned ungulates who roam certain deserts and steppes—can speak as fluently as unicorns, but they are generally unwilling to do so with humanoids. Due to this reticence, and their predilection toward goring intruders in their domains instead of fleeing and hiding from these interlopers, the idea that they might be related to gentle unicorns hadn't been seriously considered by most naturalists. After all, just because two species share some physical characteristics doesn't necessarily mean they are related. Periwinkle educated me that the two are distant cousins, though they warned I should refrain from bringing up that fact to a karkadann should I ever chance to meet one. They also provided a detailed description for Charikleia's sketchbook.

The rest of our time at the sanctuary was spent observing the unicorns and its other inhabitants. Luckily for our edification and that of our readers, the unicorns allowed Dr. Pom to approach them and even provide medical care. Her notes were vital in increasing our understanding of unicorn anatomy, particularly concerning their horns.

As we left Monkeros Sanctuary and made the short trek back to where the *Zoetrope* was moored, I caught a glimpse of Periwinkle at the forest's edge. They lightly stomped one of their hooves and shook their mane as a gesture of farewell. I hope one day to return or, at least, find a similarly tranquil locale in which to rest once our expedition is complete.

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FEELS WEIRD

i once was near a pale horse

and though i can usually feel the magic coming off of creatures like this

something about the pale horse felt off

like the inverse of how it normally does

wrong somehow

i hope i dont run into another one again

Unicorn

While the most commonly known unicorn is a silver horse with a single horn, a wide variety of these creatures exist, some rarer than others.

Karkadann

Karkadanns are a distant relation to unicorns, favoring more open terrain than their woodland kin. With the build of a buffalo, karkadanns have gray, scaly bodies, thicker hooves, and no mane. Despite their territoriality and harsh temperament, many karkadanns can be befriended by those who truly hold respect for nature in their hearts.

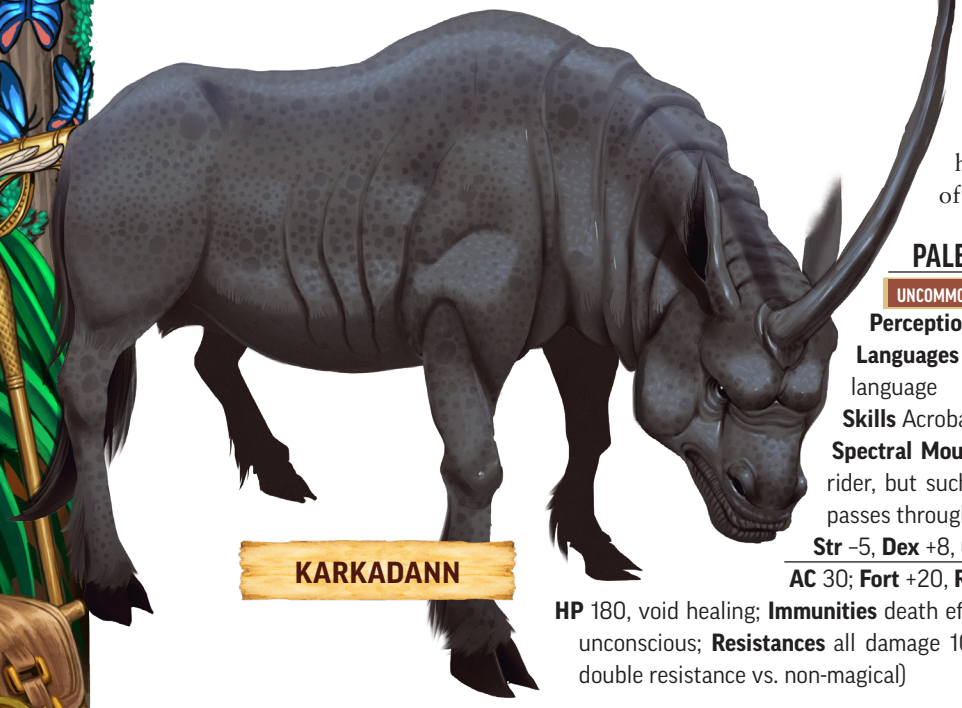
KARKADANN **CREATURE 7**

LARGE BEAST FEY HOLY

Perception +16; darkvision, scent (imprecise) 30 feet
Languages Common, Fey
Skills Athletics +17, Diplomacy +13, Intimidation +15, Medicine +14, Survival +14
Str +6, **Dex** +3, **Con** +6, **Int** +0, **Wis** +3, **Cha** +4

AC 25; **Fort** +17, **Ref** +14, **Will** +14
HP 120; **Immunities** poison
Fearless Rush ↻ **Trigger** The karkadann becomes frightened; **Effect** The karkadann reduces their frightened value by 1 (to a minimum of 0). The karkadann then Strides toward an enemy.

Speed 45 feet
Melee ❖ horn +17 (holy, magical), **Damage** 2d10+8 piercing and ghost touch
Melee ❖ hoof +17 (holy, magical), **Damage** 2d6+8 bludgeoning and ghost touch
Primal Innate Spells DC 25; **3rd** *cleanse affliction* (×2); **1st** *cleanse cuisine* (×3); **Cantrips (4th)** *light*
Ghost Touch A karkadann's Strikes have the effects of a *ghost touch* property rune.
Impaling Charge ❖❖ The karkadann Strides twice, then Strikes with their horn. If the Strike hits, it also deals 1d10 persistent bleed damage.
Trample ❖❖❖ Medium or smaller, hoof, DC 25



KARKADANN

Pale Horse

The death of a unicorn in a particularly cruel manner leads to the creation of a pale horse—a symbol of hope and purity transformed into one of hopelessness and despair.

PALE HORSE **CREATURE 11**

UNCOMMON LARGE INCORPOREAL UNDEAD UNHOLY

Perception +21; darkvision, lifesense 90 feet
Languages Common, Fey, Necril; can't speak any language
Skills Acrobatics +26, Intimidation +20, Stealth +23
Spectral Mount A pale horse can accept a corporeal rider, but such a rider is left behind if the pale horse passes through a creature or object.
Str –5, **Dex** +8, **Con** +3, **Int** –2, **Wis** +4, **Cha** +3

AC 30; **Fort** +20, **Ref** +24, **Will** +21
HP 180, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or vitality; double resistance vs. non-magical)

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Aura of Despair (aura, emotion, mental) 30 feet. A living creature that begins its turn in the aura must succeed at a DC 27 Will save or become slowed 1. A creature is temporarily immune to the aura for 1 hour if it critically succeeds.

Speed fly 45 feet

Melee ❖ spectral horn +24 (finesse, magical), **Damage** 3d10+10 void

Melee ❖ hoof +24 (agile, finesse, magical), **Damage** 3d8+10 void

Occult Innate Spells DC 27; **5th** *toxic cloud*, *translocate*; **4th** *harm* (×3); **2nd** *darkness* (at will)

Spectral Charge ❖❖ The pale horse Flies twice and then makes a horn Strike. The pale horse can move through creatures.

Alicorn

Alicorns are a creation of arcane intervention, a rare transformation that occurs when a unicorn is exposed to large sources of magic. Massive in size, their strong bodies are matched with two large wings on their back, a long spiraling horn, and a mane that continually ripples in an unseen wind.

ALICORN — CREATURE 15

RARE HUGE BEAST FEY HOLY

Perception +27; darkvision, scent (imprecise) 30 feet

Languages Common, Empyreal, Fey

Skills Acrobatics +27, Arcana +27, Athletics +27, Diplomacy +30, Stealth +25

Str +8, **Dex** +7, **Con** +4, **Int** +6, **Wis** +4, **Cha** +6

Wild Empathy The alicorn has an empathic connection to the creatures of the natural world that. The alicorn can use Diplomacy to Make an Impression on animals and to make very simple Requests of them.

AC 36; **Fort** +26, **Ref** +26, **Will** +29

HP 320; **Immunities** poison

Draw in Magic ↻ (arcane, concentrate) **Trigger** A creature within 30 feet of the alicorn Casts a Spell; **Effect** The alicorn attempts to counteract the triggering spell (counteract modifier +28, counteract rank 8th). If successful, the alicorn can choose to gain the effects of the triggering spell as its sole target.

Speed 40 feet, fly 80 feet

Melee ❖ horn +29 (holy, magical), **Damage** 4d10+10 piercing plus 2d6 spirit and ghost touch

Melee ❖ hoof +29 (holy, magical, reach 10 feet), **Damage** 4d6+10 piercing plus 2d6 spirit and ghost touch

Melee ❖ wing +29 (agile, magical, reach 10 feet), **Damage** 4d8+10 bludgeoning and ghost touch

Arcane Innate Spells DC 36; **8th** *wall of force*; **6th** *telepathy*; **5th** *banishment*; **1st** *gentle landing* (at will); **Cantrips (8th)** *light*

Aerial Attack ❖❖ The alicorn Flies and Strikes twice with their wings at any points during their movement. Each attack counts toward the alicorn's multiple attack penalty, but the penalty doesn't increase until after they make all the attacks.

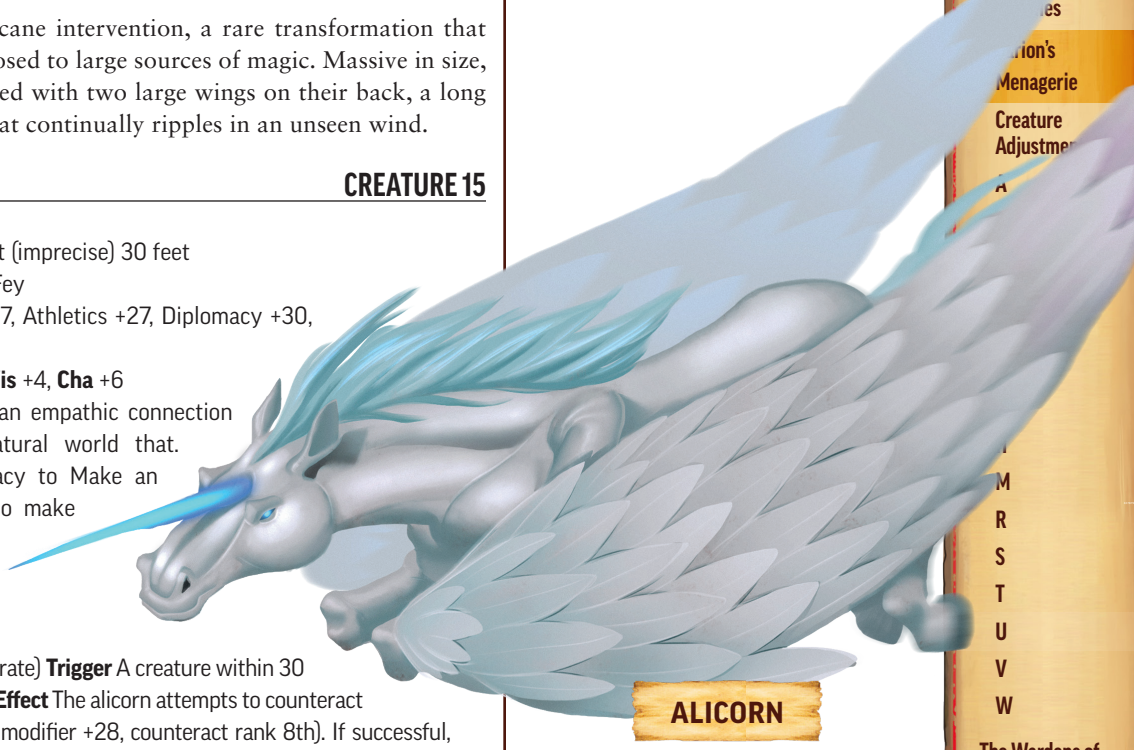
Beam of Light ❖❖ (arcane, concentrate, fire, holy, light) The alicorn harnesses a powerful burning ray of light from their horn. Creatures in a 120-foot line take 16d6 fire damage (DC 36 basic Fortitude save). An unholy creature in the area takes an additional 8d6 spirit damage. If the light passes through an area of magical darkness or targets a creature affected by magical darkness, the beam attempts to counteract the darkness (counteract modifier +28, counteract rank 8th). The alicorn can't use its Beam of Light again for 1d4 rounds.

Ghost Touch An alicorn's Strikes have the effects of a *ghost touch* property rune.



SKY RIDER

It'd be nice to ride an alicorn someday.



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VIBRANT PUP HIVES

A hive can easily grow as large as an acre within the first month a swarm arrives. The hive consists of hundreds of tunnels only a few inches in width and several large chambers for sleeping, storing food, and protecting the queen and her litter. Tiny holes littering the tunnels near the surface allow beams of sunlight to leak within, and vibrant pups can reflect this light into the eyes of burrowing predators.

Vibrant Pup Swarm

These tenacious little rodents travel in massive swarms across the desert, using the sun both as shield and sword during their long marches. Unlike other rodents, vibrant pups are eusocial, causing them to behave more like insects than other rodents. Only the queen can reproduce, and is fiercely protected for that reason. This social structure enables them to viciously attack and act as a single unit. Each of the pups also have specific roles within the family and the swarm. The worker pups gather and dig while in a den, but will act as a shield to protect the more valuable fighter pups while swarming.

Vibrant pups spend most of their lives underground, digging out elaborate tunnels in search for food. However, in the harsh deserts of Thuvia, food can be scarce. A family of vibrant pups will abandon their dens and set out on harsh multiday journeys in search of land that can sustain the queen long enough to have another litter of pups. These journeys can happen up to three times a year, following seasonal changes in resources. Outside of these local migrations, swarms will leave their dens only to repel a massive threat to the queen.

Vibrant pups have unusual and beautiful anatomical features. Their skin, while soft, is extremely reflective, which serves a dual purpose for the rodents since it can both reflect the harsh sun away to better thermoregulate as well as focus those rays toward threats, especially when multiple pups work in unison. The glinting of a pup swarm in migration can be seen from afar—rather than inviting challenges, this obvious display signals would-be predators to steer clear.

As of late, their reflective, soft skin has become quite fashionable in wealthy circles. While hunting such small creatures for their pelts is extremely impractical and dangerous, the high price tag has led to more frequent hunts. While these rodents do serve a unique ecological niche, many farmers are more than happy to rid their fields of these voracious eaters and will often point out nearby hives to local hunters.

VIBRANT PUP SWARM — CREATURE 11

HUGE ANIMAL SWARM

Perception +22; tremorsense (precise) 60 feet
Skills Athletics +16
Str –2, **Dex** +7, **Con** +5, **Int** –5, **Wis** +5, **Cha** –4

AC 29; **Fort** +24, **Ref** +21, **Will** +18
HP 140; **Immunities** precision, swarm mind; **Resistances** bludgeoning 5, piercing 10, slashing 10; **Weaknesses** area damage 5, splash damage 5

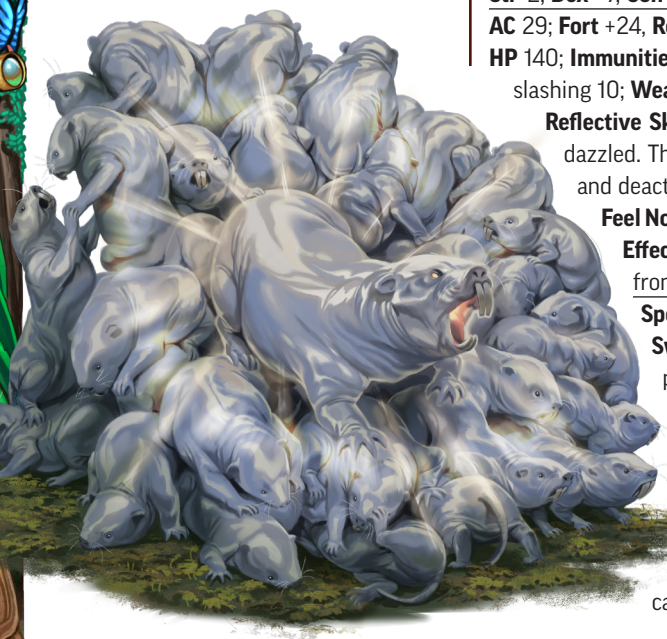
Reflective Skin (aura, light, visual) 10 feet. Other creatures in the aura are dazzled. The aura automatically activates when the swarm is in bright light and deactivates in dim light or darkness.

Feel No Pain ↻ **Trigger** The vibrant pup swarm is critically hit by a Strike; **Effect** The worker pups become insensitive to pain and leap to the front. The swarm gains 10 temporary Hit Points that last for 1 round.

Speed 30 feet, burrow 30

Swarming Bites ❖ Each enemy in the swarm's space takes 2d6 piercing damage (DC 30 basic Reflex save).

Focused Reflection ❖❖ (fire, light) **Requirements** The vibrant pup swarm is in bright light; **Effect** The swarm simultaneously turns to focus the light in an arcing beam, dealing 6d12 fire damage to all creatures in a 30-foot cone (DC 30 basic Reflex save). A creature that fails its save is also blinded for 1 round (or 1 minute on a critical failure). The swarm can't use Focused Reflection again for 1d4 rounds.



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Virtuosic Lyrebird

Virtuosic lyrebirds present an excellent case study in how specialty-bred animals can escape captivity and become pests. A small team of apprentice mages established the original virtuosic lyrebirds as part of their graduation thesis, in an attempt to create a familiar that could better aid in spellcasting. The vocal mimicry of these birds did indeed allow them to harmonize with their bonded spellcaster; however, initial progress was slow, and the impatient students chose to hastily elevate the birds' abilities before their thesis deadline using experimental magic. Unfortunately, the specimens' newfound vocal mimicry was so supreme that they could mimic spell incantations as easily as any other sound they heard. The virtuosic lyrebirds soon vaporized, teleported out of, or befuddled their keepers into opening their cages, escaping into the wild and flourishing.

Virtuosic lyrebirds use their spellcasting abilities mostly to play pranks and alleviate boredom. They tend to travel in pairs, but when these pairs congregate into larger flocks, their mischief and fun can quickly turn dangerous.

VIRTUOSIC LYREBIRD — CREATURE 6

TINY BEAST

Perception +14

Skills Acrobatics +15, Arcana +14, Performance +16, Stealth +12

Str +4, **Dex** +5, **Con** +2, **Int** +3, **Wis** +2, **Cha** +4

AC 24; **Fort** +9, **Ref** +17, **Will** +14

HP 65

Counter-Melody ↻ (auditory, magic) **Trigger** An opponent within 60 feet Casts a Spell; **Effect** The virtuosic lyrebird makes a counteract check against the triggering spell (+14 counteract modifier).

Speed 15 feet, fly 60 feet

Melee ❖ beak +12 (finesse), **Damage** 2d8+4 piercing

Melee ❖ talon +12 (agile, finesse), **Damage** 2d6+4 piercing

Arcane Spontaneous Spells DC 24, attack +16; **3rd** *force barrage*, *hypnotize*; **2nd** *breathe fire*, *shatter*; **1st** *command*, *fear*, *gust of wind*; **Cantrips (3rd)** *bullhorn*[SoM], *daze*, *figment*, *ignition*, *telekinetic projectile*

Arcane Harmony ❖ (arcane, auditory) **Effect** The virtuosic lyrebird sings a subtle trill that others can use to embellish their magic. The next virtuosic lyrebird to Cast a Spell within 60 feet of the first lyrebird that used Arcane Harmony chooses one of the following two benefits, after which the Arcane Harmony ends.

- The spell gains a +2 status bonus to damage per spell rank.
- One target of the spell takes a –2 status penalty to saves against the spell.

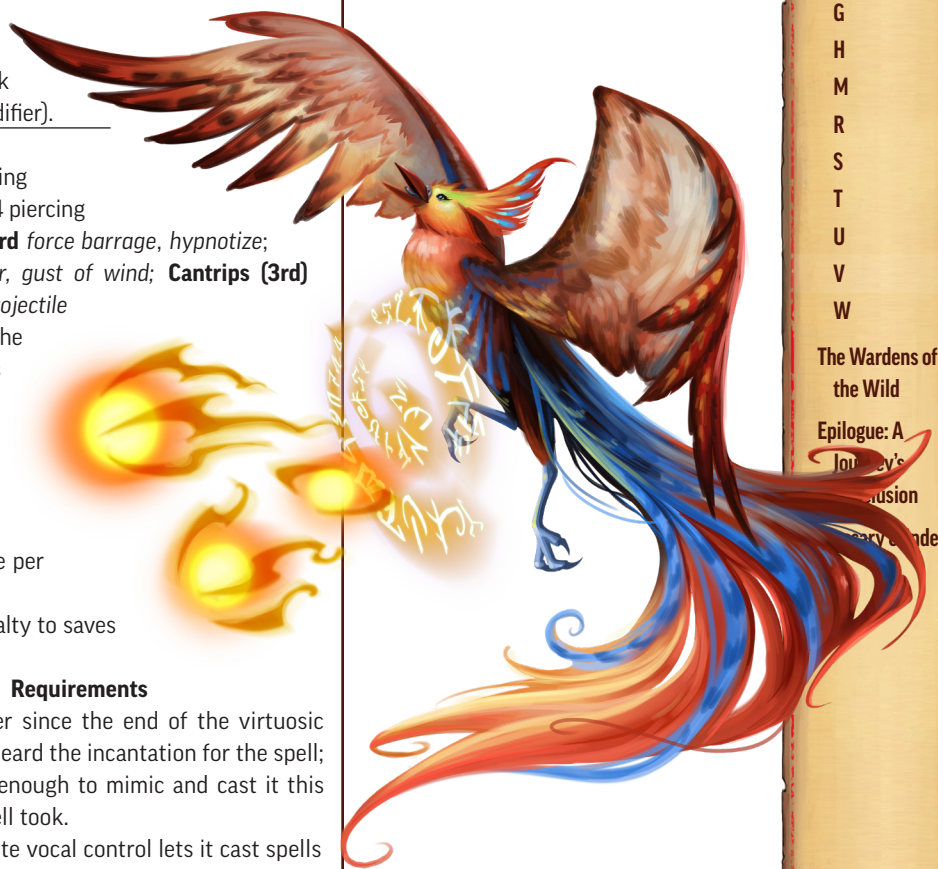
Spell Mimicry ❖ **Frequency** once per day; **Requirements** A creature Casts a Spell of 3rd rank or lower since the end of the virtuosic lyrebird's last turn, and the virtuosic lyrebird heard the incantation for the spell; **Effect** The virtuosic lyrebird learns the spell enough to mimic and cast it this turn, using as many actions as the original spell took.

Spellsong Casting The virtuosic lyrebird's exquisite vocal control lets it cast spells purely through its song. While it must be able to vocalize to Cast a Spell, it doesn't need to gesture, removing the manipulate trait from any spell that it casts. If it Casts a Spell with the linguistic trait (usually with its Spell Mimicry), it can Cast that Spell in Common, even though the bird doesn't truly understand the language.



PITCH CONTROL

I had a chance to look at a lyrebird as it cast a spell, and I noticed that while of course it can mimic incantations, that's not all it's using. Most spellcasters need to gesture to cast their spells—a pinkie extended here or a hooked flourish there, but these lyrebirds instead use a secondary trill to construct these elements of their spells! I wonder if there's anything from them I could learn to improve my wave magic.



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Werecreatures: A Menagerie of Forms

It's said the howl of a werewolf or the scrabble of a wererat's claws can chill the blood. With mine already cold, I can't speak to that particular, though I can attest to the sheer sense of fear. Werecreatures—particularly human ones, I'm obliged to note—often prey upon iruxi communities, counting on human settlements to ignore the plight of our rural enclaves. Sadly, this is true in most cases. We tell stories of these beasts. Feral forms lashed by rays of moonlight, compelled by a wolf's hunger compounded by human greed. A clutch of eggs made a messy meal in the dead of night, our future devoured.

The notoriety of werewolves looms so large that the word "lycanthrope" is treated as a synonym for werecreature. We can speculate as to why (the most numerous? most vicious?), but the term undercuts the incredible variety of werekind. Rats, crocodiles, boars, tigers... it's unclear whether a limit exists. Also unclear is the path they took to these many forms. It could be the curse exists on its own, to be filtered through any type of beast. Or it began as a curse for one animal, and some influence of other animal magic caused the malady to splinter to other species.

From what we understand, wererats and werewolves possess the greatest numbers, with werebears, wereboars, and weretigers close behind. Werecreatures typically live in the same habitats where their animal forms do: weremoose in cold lands to the north, werewolves in vast temperate and cold regions of the northern hemisphere, and wererats in the squalor of sewers and alleyways. Anything existing in smaller localities is necessarily smaller in number. Compounding this trend, it appears—though no true study has been undertaken—that warm-blooded creatures succumb to the curse passed on by warm-blooded werecreatures more readily.

Similarly, among my people, werecrocodiles take precedence. I've heard stories of other reptilian werecreatures, but the tales are so vague and scant I can't take them to be true. Our stories also warn us to be vigilant for weresnakes, with a few mentions of weresharks. Our homes, many built in water but with interiors aboveground, make tempting targets for them. The conclusions to such legends have a predictable outcome. A brave defender, or occasionally an important leader or priest, succumbs to the curse after the initial danger is gone. This hero departs the enclave to die alone. This is grim, but must be read with an understanding of our values. This hero has served the community, defended it. Their voluntary exile also defends it and prevents the final memories of them from being untrue to their selves. It's hoped that a death before the curse takes over also allows the hero to return as a revered ancestor. Our elder priestess Shushk refused to contact those who died in this way. The memory, to her, wasn't worth risking for a confirmed truth.

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When One Curse is Two

Rarely does one see a magical curse with dyadic structure. Far more prevalent is the curse the originator inflicts upon others while being personally immune, but we observe that a werecreature is cursed regardless of their origin and merely inured to some of the curse's adversities. Any werecreature can transmit their curse and forcibly transforms with the rise of a full moon; beyond that, the experience is quite different for those born to the curse or those unhappily afflicted by the violent bite of a werecreature.

Born werecreatures, or "true" werecreatures in common language, can instigate the change on command and maintain full sentience. Firsthand writings, like the account of one Bramthose Bishonne I acquired in Ustalav, make the case that nothing about the curse feels "unnatural" to the born werecreature. Transforming, to them, holds all the terror that taking a deep breath does for me.

Those cursed by a werecreature's bite can't control—nor even remember—their transformations. No "benefit" encourages them to keep the curse, and those with means search for ways to counter the curse as soon as they realize what afflicts them. This one area shows the only way in which an afflicted creature comes out ahead, as true werecreatures' curses are bound inextricably to their biology.

On Transformation

A werecreature can never be purely human, nor purely a wild animal. In all their three forms, at least some fragments of both the bestial self and the sapient self remain. Anatomical studies of captured predators conducted at Lepidstadt University have shown that the body of a wererat in giant rat form exhibits distinct differences from the bodies of ordinary giant rats. More often, a transformed werecreature is detected by its movements, behavior, and an unnatural intelligence.

The transformation of a werecreature, despite its magical nature, causes intense pain and stress. True werecreatures can weather the change more successfully; their bodies are naturally built to absorb the changes, and they quickly become inured to the pain.

Lunar Influence

The time before a full moon presents a different kind of torture for a werecreature. Many of them attempt to find a way to retain control, but the only method that provides modest success is installing strong shackles—preferably coated in silver—to keep them restrained during their nighttime frenzy.

The full moon makes for a perfect opportunity for hunters or authorities to expose werecreatures. Wise and experienced slayers put the suspect in the town's pillory through the night. Then, they inflict their sentence upon the dawn.

Though common wisdom says a werecreature becomes its most dangerous toward people during this time, it's all about context. They become ravenous, cunning, and swift to kill, though not necessarily hungry for humanoid flesh in particular. If in the hinterlands, they might devastate populations of wild animals in a moon frenzy, but do not become more likely to approach settlements above other targets. Hence the trend of afflicted werecreatures seeking solitude, particularly around the full moon's rise.

The Touch of Silver

From the moon we move to a metal mystically associated with its power. Enchanted skin that deflects blow after blow from an iron axe carves clean at the edge of a silver dagger. The renowned toughness of a werecreature can't account for this material, and magic that calls on the power of moonlight seems to have similar properties. Though metalwork is far from my people's favorite art, even our communities acquire enough silver to arm ourselves. Astromages versed in the heavenly bodies and their magical application can achieve much with magical moonbeams, but not every enclave possesses such talents.

From what I've read, apparently a cut made with silver causes a werecreature's flesh to recoil or melt away, like ordinary skin would if exposed to acid. Hitting or struggling against a silver fetter or solid object makes the werecreature physically ill. Many of these findings, oddly enough, come from the diaries of scientists afflicted with the curse themselves, attempting to better understand and possibly cure their ailment.

Persistence of Memory and Sense

Obvious, and well known to the educated, is the fact that werecreatures struck by moon frenzy don't recall what happens while transformed. An afflicted werecreature could indefinitely remain unaware of their curse—or think the curse is one of memory loss.

Stories from true werecreature societies that have made their way into the wider world indicate there may be more twists in the memory of werecreatures. There's a curious mental discrepancy or inconsistency across the three forms, made evident mostly through fables, but also in assumptions made in certain religious rites and even jokes! Many of these hinge on a loss of a superior sense, like a wererat forgetting about a stash of meat because they can't smell it in human form. Another depicts (in crude but alluring terms) the story of a werewolf's nighttime tryst in hybrid form and how the memory of their partner's appearance faded away when they returned to human form and lost their superior night vision. Upon the lovers' reunion, this lapse in memory leads to an embarrassing social faux pas! If true, this suggests memories may be somewhat tied to their different forms, linked with each one's unique physical experiences.

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CREATING WERECREATURES

Werecreatures are complex monsters capable of shifting between three different forms and inflicting their condition upon other humanoids. Full rules for building werecreatures, along with how to apply the werecreature's curse, appear on pages 344–347 of *Monster Core*.

Werecreatures

Werecreatures are humanoids who transform into animals and animal-humanoid hybrids under the light of the full moon. The fate of these shapechanging creatures derives from an ancient primal curse that they can, in turn, transmit through their own bites. The stat blocks in this section reflect werecreatures in their hybrid forms.

Werecreature Abilities

The following abilities are shared among all werecreatures. A werecreature also gains several other abilities, as explained in *Monster Core*, but additional rules for those abilities aren't necessary unless you create your own werecreature.

Animal Empathy (primal) A werecreature can communicate with animals of the same general kind.

Change Shape ❖ (concentrate, polymorph, primal) The werecreature changes into their humanoid, hybrid, or animal shape. Each shape has a specific, persistent appearance. A true werecreature's natural form is their hybrid shape. In humanoid shape, the werecreature uses their original humanoid size, loses their jaws and claw Strikes, and gains a melee fist Strike that deals bludgeoning damage equal to the slashing damage dealt by their claw. In animal shape, their Speed and size change to that of the animal, they gain any special Strike effects of the animal that they didn't already have (such as Grab), and they lose their weapon Strikes.

Curse of the Werecreature (curse, primal) This curse affects only humanoids; **Saving Throw** Fortitude DC is the standard DC for the werecreature's level – 1. On each full moon, the cursed creature must succeed at another Fortitude save or turn into the same kind of werecreature until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

Moon Frenzy (polymorph, primal) When a full moon appears in the night sky, the werecreature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases their reach by 5 feet, and increases the damage of their jaws Strike (or a similar Strike) by 2. When the moon sets or the sun rises, the werecreature returns to humanoid form and is fatigued for 2d4 hours.



Weremoose

A weremoose's tendencies toward stubbornness and a grumpy attitude make it difficult for them to get along with others. Most often, they live as hunters or hermits, taking in the peace of their natural surroundings. If their territory is invaded, they don't hide or retreat but are unlikely to attack. If someone else starts the fight, though, a weremoose retaliates without mercy.

WEREMOOSE **CREATURE 3**

LARGE BEAST HUMAN HUMANOID WERECREATURE

Perception +6; low-light vision, scent (imprecise) 60 feet

Languages Common; deer empathy

Skills Athletics +9 (+11 to Swim), Intimidation +8

Str +4, **Dex** +1, **Con** +4, **Int** –1, **Wis** +1, **Cha** +1

Items greataxe, hatchet (2), scale mail

Deer Empathy (primal) A weremoose can communicate with deer, including moose.

AC 19; **Fort** +11, **Ref** +8, **Will** +6

HP 60; **Weaknesses** silver 5

Cold Adaptation The weremoose treats environmental cold effects as if they were one step less extreme.

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Speed 30 feet
Melee ❖ greataxe +11 (sweep), **Damage** 1d12+6 slashing
Melee ❖ antler +11, **Damage** 1d8+6 piercing plus curse of the weremoose
Melee ❖ hatchet +11 (agile, sweep), **Damage** 1d6+6 slashing
Ranged ❖ hatchet +8 (agile, thrown 10 feet), **Damage** 1d6+6 slashing
Change Shape ❖ (concentrate, polymorph, primal) Medium human with fist +11 for 1d4+6 bludgeoning, or Large moose with antler and hoof +11 for 1d8+6 bludgeoning.
Curse of the Weremoose (curse, primal) **Saving Throw** DC 17 Fortitude
Moon Frenzy (polymorph, primal) Increases antler damage instead of jaws.
Thundering Charge ❖❖ The weremoose Strides twice and then makes an antler Strike. A Medium or smaller creature damaged by this attack must succeed at a DC 17 Fortitude save or be stunned 1.

Wereshark

The curse of the wereshark instills a crude and bloodthirsty attitude, along with an urge to travel the sea. They often become pirates or military sailors who quickly gain a reputation for capricious violence. The shark within makes weresharks born survivors. They will swiftly retreat if they're truly in danger and consider obeying a sense of honor utterly ridiculous.

WERESHARK CREATURE 4

LARGE AMPHIBIOUS BEAST HUMAN HUMANOID WERECREATURE

Perception +10; blood scent, scent (imprecise) 100 feet
Languages Common; shark empathy
Skills Athletics +12, Stealth +9 (+11 in water), Survival +8
Str +4, **Dex** +3, **Con** +4, **Int** –1, **Wis** +2, **Cha** –1
Items studded leather, trident
Blood Scent The wereshark can smell blood in the water from up to 1 mile away.
Shark Empathy (primal) A wereshark can communicate with sharks.

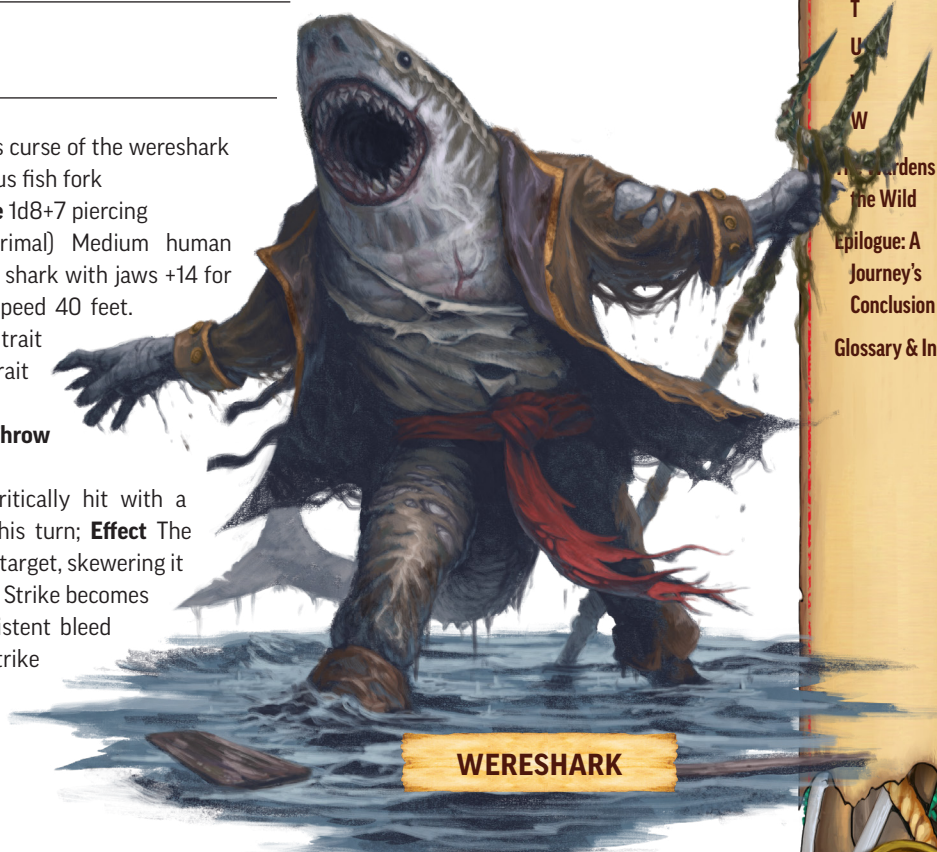
AC 21; **Fort** +12, **Ref** +11, **Will** +8
HP 75; **Weaknesses** silver 5
Reactive Strike ↻

Speed 25 feet, swim 25 feet
Melee ❖ jaws +14, **Damage** 1d12+7 piercing plus curse of the wereshark
Melee ❖ trident +14, **Damage** 1d8+7 piercing plus fish fork
Ranged ❖ trident +13 (thrown 20 feet), **Damage** 1d8+7 piercing
Change Shape ❖ (concentrate, polymorph, primal) Medium human with fist +14 for 1d4+7 bludgeoning, or Large shark with jaws +14 for 1d12+7 piercing, no land Speed, and swim Speed 40 feet. The wereshark doesn't have the amphibious trait in human or shark form and has the aquatic trait in shark form.
Curse of the Wereshark (curse, primal) **Saving Throw** DC 18 Fortitude
Fish Fork ❖ **Requirements** The wereshark critically hit with a trident Strike on their most recent action this turn; **Effect** The wereshark digs their trident deep within their target, skewering it before taking a massive bite. The target of the Strike becomes grabbed (Escape DC 18) and takes 1d4 persistent bleed damage, and the wereshark attempts a jaws Strike against it. The wereshark can't use their trident while they have a creature grabbed with it, but they can pull the trident free with a single action that has the manipulate trait.
Moon Frenzy (polymorph, primal)



TIDAL TRANSFORMATION

The magic of the moon possesses weresharks and other oceanic werecreatures even more strongly. An urge to transform into their hybrid form grows stronger during high tides, so much so that some weresharks relocate to places with diurnal tides to avoid this aggravation. Weresharks also feel a greater sensitivity to tidal patterns, often able to extrapolate the broader tidal patterns in a coastal locale after a short swim.



WERESHARK

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The Dark Night

They say the true gift is the journey, not the destination—and what a journey we'd had. Still, despite my attempts to remain optimistic, the flame of my childhood dream flickered as weeks passed with no further sign of the Wardens of the Wild.

Two days before the equinox, I leaned on the *Zoetrope*'s rail and watched as the sun slipped below the horizon a little earlier than the day prior, marveling at the incredible beauty of the land below us. Our search had taken us to many wondrous places, and I regretted none, though as we began to explore, even we were surprised at the number of regions that met our search criteria.

Multiple legends suggest that the Migration is not tied to one location, but that it shifts each time. We reasoned that to accommodate the gathering, it must be a site that includes earth, water, and sky; that might be accessed from both the sea and from below the earth; and that is not of such extreme climate as to exclude the many animals who would gather for the ceremony. While that sounds as though it could encompass most anywhere on the world, we knew we could narrow it further: it must be large enough for a wide variety of creatures to gather, sufficiently distant from settlements or trade routes, and unbiased toward any one warden's realm. (I confess my gratitude that we could rule out searching the vast seas, at the very least.) We'd spent weeks exploring secluded lakes in ancient forests, sparkling desert oases, and—in an attempt to better include subterranean creatures in our search—one memorable sinkhole in Arcadia's lush jungles, the dense foliage of which very nearly spelled disaster for our trusty vessel. I was not tired in the slightest of witnessing the world's vibrant flora and fauna, and indeed had already filled several journals with new notes and sketches, but while I remained resolute in my conviction that the wardens existed, I could not help questioning, especially as I lay awake at night, whether they wanted to be found.

A week earlier, Chari had burst into the galley, where I chatted with Grefu and Lythea. She beamed and waved

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a scroll I had discarded earlier in frustration. "The site of the next Migration! I think I've found it!"

We promptly abandoned our tea as we rushed to examine the map. Chari pointed proudly at a remote archipelago off the northwestern coast of Avistan, toward islands whose sheer cliffs and rocky waters had prevented any exploration by sea.

"Water, cliffs, land," said Lythea, holding up a finger for each. "What about caverns?"

Chari grinned. "The islands are volcanic."

We had a lead!

Now, though, as dusk settled like a cloak around my shoulders, my spirits sank with it. Both the equinox and the archipelago drew near; even the mist-shrouded peaks ahead could not console me with their majesty. This journey had surpassed all my wildest dreams—all but one, I suppose. I both hoped for and feared its end.

Despite the *Zoetrope*'s speed, the winds were gentle, and the echoes of Lythea's singing drifted up from the lower deck as she plotted a course. I adjusted my spectacles and smiled at Charikleia as she joined me at the rail. "Thank you for accompanying me on this voyage, Chari. Regardless of how it ends, you all have made one hopeful scholar very happy."

The light was fading fast as twilight enveloped us, but I could hear the smile in her words. "You know that none of us would have missed it for all the riches of Kalistrade. But you speak as if it's over. There is always another dawn."

I do not know how I became so lucky to have such stalwart friends and fellow adventurers, but—if you'll allow this author his sentiments for a moment—I dearly hope each of you is so fortunate as to be joined by such companions on your own journeys. There truly is no greater gift in life, as this voyage taught me every day. But I digress. Suffice it to say that, on a quiet night when hope seemed a distant melody, I was grateful indeed for friends who could carry a tune.

Charikleia and I stood in companionable silence as the stars emerged above us, cascading across the heavens. My heart tightened as the *Zoetrope* sailed deftly among the cliffs that formed the rocky channel. There was no sign of the wardens, or indeed of any animals at all. I knew that staring harder at the shadowed peaks wouldn't make them appear, but I couldn't bring myself to turn away, willing the shadow of a wing or the splash of a flipper to materialize in the mists.

Footsteps on the deck finally pulled my gaze. Grefu stood there with a thermos of tea and a small platter of cookies, Dr. Pom and Ten behind him, their arms full of blankets. "Figured we'd all keep watch tonight," Dr. Pom said cheerfully. "How about some stargazing?" Telero and Lythea soon emerged as well, chatting amiably and reassuring us that the route ahead was clear enough we could leave the *Zoetrope* to carry us forward by itself, at least for a little while.

As my non-iruxi readers may know, iruxis have an affinity for the stars. Though I preferred to focus on earthly flora and fauna rather than celestial bodies, I had still grown up learning the constellations and their stories. We settled onto blankets near Lythea and Telero and passed the thermos around the circle as I shifted my gaze from the horizon to the skies, sharing names and ancestral tales. I'm no Terwa star-reader, but I hope I did my elders proud.

Telero and Chari playfully argued over a small cluster of stars at the tip of one constellation, Telero insisting it was the Archer's Quiver while Chari maintained that it was Shyka's Hourglass. "What is it in your tradition, Baranthet?"

At once, I was back around the fire of my youth, listening to Grandmother as she painted the sky with her tales. This constellation had always been one of her favorites. "We know it as the Double Crescent," I replied. "We say that firebugs bearing its design usher in new cycles and transformations."

"Oh, like this little dear over here," Dr. Pom said absentmindedly.

On the nearby rail perched a velvety insect with fern-like antennae, two pale crescents mirrored across its enormous, indigo wings. A soft orange light shone from its abdomen as the firebug took off from the railing.

"Look," exclaimed Grefu, with uncharacteristic enthusiasm, "another one!" And sure enough, unmistakable in the starlight, the silhouettes of several more insects fluttered around the prow of our ship. Ten quickly extinguished the *Zoetrope*'s lanterns, and as my eyes adjusted, I saw the lights of the insects forming a river in the night sky that disappeared into a passage in the nearby cliff face—one we had somehow missed.

Telero pointed out a wide ledge on the cliffs beside us, the first landing we had seen where we might be able to dock our faithful ship. "Shall we?"

We left tea and cookies behind as we hastened to gather our supplies and disembark, narrowly avoiding colliding with each other as we stumbled onto a faint trail and followed the glowing firebugs down into a hidden cove. The gray light of dawn brightened with agonizing torpor.

The crunch of Lythea's wheels and Chari's hooves on the scree came to an abrupt stop as Telero held up a hand. "Listen!"

We crept forward. The path opened onto a plateau overlooking a secluded caldera cove, the faint murmur of wings and rushing water growing to a rumble as I caught my first glimpse of an immense waterfall thundering over the far cliffs, illuminated in the glow of sunrise. The valley before it held the largest gathering of animals that I had ever seen: birds alighting on every branch, mammals pacing under every tree, and so much marine life crowding the waves that we could hardly see the shoreline.

After an impossibly long journey, dear readers...

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WARDEN OF CAVERNS AND BURROWS



A veritable choir preceded the selection of the new Warden of Caverns and Burrows. Creatures of the depths came before the retiring warden with their offering: a meerkat gave a complex series of vocalizations; a snake rattled their tail; a pale bat opened their mouth to convey a song much too high for these old ears, though it clearly impressed many of the gathered beasts. But one creature, a humble cave cricket, chittered and trilled with such passion that they seemed to glow, and the audience grew still to appreciate their song. The glow grew brighter as power streamed into them from the old warden, melting the rock beneath them, and as they emerged from the pool, it was clear we were in the presence of the new Warden of Caverns and Burrows.

The lava clung to the cricket, cooling rapidly and merging with their body. They moved their legs as a violinist would a bowstring, quickly enough that the excess stone flew off and shattered on the ground. The black stone seemed glossy and raw, much like it had just emerged cleansed from a steaming bath. I gently collected a specimen for further examination.

They met my gaze (their eye now wider than Telero is tall!) and greeted me with a screech, then sprang forward toward the cave's mouth. I waited, intent on watching them, until they looked back at me and chirped like a parent calling for a child. I hastily followed them with a fair share of awkward scrambling, not wanting to get lost or left behind. By the time they stopped leaping forward, I was deep underground and out of breath. A red-hot glow from the chamber before us was the only illumination in the depths. The air was hot around me, and I could feel my scales drying out rapidly.

The entrance to this next chamber was large enough for a cart to pass through, but the warden had stopped, their new mass preventing them from moving ahead. However, they quickly set to work, their mandibles chewing through the porous stone with impressive precision. Clearly, this great beast knew where their strength should be applied. Barely a moment passed before the final barrier fell. The warden chirped joyfully as a trickle of lava flowed forward, and I scrambled backward in surprise. Their chirps seemed to invite me closer to celebrate with them, but I dared not move nearer for fear I would be incinerated! If only I was inured to such hostile environments. I sensed that they wanted to show me what they found beautiful, this awesome essence of their new realm, but I had to appreciate it from afar.

From my initial observations, it is clear the cave cricket's transformation into a warden didn't just increase their size; the legends of a warden's bond with their environment are truer than we realized. The warden is one with the earth's pulse itself. The obsidian that they shed matches that of the volcano like a fingerprint. My best supposition since initial contact is that they might sleep in the magma chamber for much of the year, as they once spent dormant seasons buried in the soil. While they rest, their exoskeleton renews, replacing the normal growth process.

Much like the legends state, the warden is truly in command of the subterranean environment, their control over stone unbounded. They build up rock around themself through a primal power over magma, often with a spray of lava that solidifies into obsidian. Their chirps contain enough power to break apart stone. Watching them move is a treat; they snap their legs (each one larger than me!) to propel their house-sized body through the air, and they seem to delight in creating sinkholes dozens of yards deep and building up stalagmites as platforms to jump up out of the depths.

They act with a clear passion, springing from one action to the next. Once they have decided on a course of action, they see it through to completion, be it chewing through chunks of quartz with their mandibles or redirecting intruders from their home with flows of lava. Though they cannot speak to me of their interests, they expose metallic ores that are pleasingly symmetrical in their caverns, and I know they're showing me their art. The swell of my heart upon seeing their actions is all the proof I need of that. But oh, what I would give to discuss art with the warden over a steaming cup of tea!

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WARDEN OF CAVERNS AND BURROWS CREATURE 22

UNIQUE GARGANTUAN BEAST EARTH

Perception +36; darkvision, tremorsense (imprecise) 60 feet
Languages voice of nature
Skills Athletics +42 (+45 to High Jump or Long Jump), Intimidation +37, Stealth +37, Subterranean Lore +35
Str +12, **Dex** +8, **Con** +10, **Int** 6, **Wis** +8, **Cha** +9
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AC 45; **Fort** +39, **Ref** +36, **Will** +33; +1 to all saves vs. primal
HP 500; **Immunities** fire; **Weaknesses** cold 20; **Resistances** physical 10 (except adamantine), sonic 20

Magmatic Reflex ↻ **Trigger** The warden is targeted with an attack; **Effect** The warden issues a spray of magma as they jump away from danger. This spray deals 6d12 fire damage to all adjacent creatures (DC 42 basic Reflex save). They then Leap or Step away, gaining a +2 circumstance bonus to their AC against the triggering attack.

Speed 40 feet, burrow 40 feet

Melee ❖ horned crown +41 (magical, reach 10 feet), **Damage** 4d12+22 piercing

Melee ❖ mandible +41 (agile, magical, reach 15 feet), **Damage** 4d10+22 bludgeoning plus Improved Grab

Ranged ❖ chirp +33 (magical, range 60 feet), **Damage** 4d10+18 sonic

Ranged ❖ magma jet +33 (magical, range increment 60 feet), **Damage** 4d8+13 fire plus 2d6 persistent fire plus Obsidian Cage

Bury Beneath Stone ❖ (attack, primal) **Requirements** The warden has a creature grabbed; **Effect** The warden attempts to wedge a creature they have grabbed in their mandibles within a crack in the earth that opens beneath them. The warden attempts an Athletics check against the grabbed creature's Reflex DC. If they succeed, they bury the creature in the ground. The creature takes 10d10 bludgeoning damage. It is also restrained, slowed 1, and has to hold its breath or start suffocating until it Escapes (DC 42). If the creature is still buried at the end of its turn, it takes 5d10 bludgeoning damage.

Called to Depths The depths call to the warden, especially as they move through the air. When they Long Jump, they can use any unused movement from the Long Jump to Burrow. Additionally, the warden can Burrow through any earthen matter, including rock. When they do so, they move at their full burrow Speed.

Erupting Jump ❖❖ (primal) The warden draws out a stream of lava, then jumps off the solidifying mass as it cools. The warden Leaps up to twice their Speed. When they land, the force of the impact deals 6d12 bludgeoning damage to all creatures within a 15-foot emanation with a DC 42 basic Fortitude save. On a critical failure, the creature is also pushed 10 feet away from the warden.

Obsidian Cage Rapidly cooling obsidian clings to the target's body and stiffens around their limbs. The target must attempt a DC 42 Reflex save. On a failure, the target is immobilized until they Escape (DC 42). On a critical failure, the target is off-guard for as long as they remain immobilized.

Vibratory Excavation ❖❖ (manipulate, primal) The warden screeches with a resonant call that tears apart earth and stone. They create a 10-foot-square, 50-foot-deep pit in earthen material or stone within 60 feet.

Wall Cling The Warden of Caverns and Burrows clings to surfaces with their segmented feet. They do not need to use a hand to hold on to walls or ceilings.

THE CONNECTED DEPTHS

As much as air currents flow through the skies, and the oceans connect the waters of world, the caverns and depths connect to each other as well, via several means. Underground flows of lava create tunnels and passages. Water's erosion also forms cave systems out of the stone.



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WARDEN OF FORESTS AND MEADOWS



My hopes for the Migration, high as they had been, swelled greater as the mind-boggling variety of participants streamed in to compete to be crowned one of the next Wardens of the Wild. I allowed myself to imagine races to outpace the wind, dances in dresses of radiant feathers, and displays of might to crack the earth and sunder trees from their roots. Never could I have imagined the deception, trickery, and controversy we saw! Nor, so it would seem, could the other creatures in attendance.

As the retiring Warden of Forests and Meadows gathered the candidates to choose their successor, I saw a creature of incredible scale and age, akin to an elephant so large and imposing that they could have flattened a fellow candidate under a single footpad. Watching the reactions to them from their competition, I perceived raised hackles and cruel stares. Many of the other beasts immediately retreated, choosing to spectate rather than take up the seemingly hopeless competition against a creature of such majesty.

As the swarming animals departed for their contest, I was sadly unable to spectate directly, as they vanished into a primeval forest so thick and so tangled that I could scarcely see through its outskirts (Telero had no better view through the canopy from his shuttle). Yet when the competitors returned, many injured or tired and limping with small cuts or scrapes, the majestic one was nowhere to be seen. A hubbub arose in growls, chitters, and song, before a small fox strode forth from the forest, holding in his mouth a delicate blue flower so rare I thought it extinct. He placed it in the clearing as he assumed the mantle of victor and thus became the new Warden of Forests and Meadows.

After the ceremony was complete, I tried to piece together what had happened to the majestic creature I and the assembled animals expected to win. In the last few moments I could steal before we needed to make our exit, I surveyed the site of the trials and found what was left of the creature. Its body lay across a meadow in pieces, split apart like a wicker vessel. Brittle shards of wooden skin scatted the meadow. Inside the body was a machine-like framework. Hollow. This was not a creature at all, but a lie, and leading away from the broken shell were a set of small fox prints.

The imposing creature, the tiny fox, and the new warden were one and the same, but wise to something more. I am unable to tell how he secured his deceptive shell or how he escaped to victory, but the likeliest possibility, to me, is that he used this fake beast as a distraction so he could slip away to accomplish the goal needed for victory.

Upon returning to the ship, I found several small paw prints, clearly those of a fox, leading directly up the bow of the ship, across the deck, and into my quarters. Within, I found countless scattered leaves and petals, as well as my journals in disarray, with various tomes opened and dog-eared by small, muddied paws. It seemed to me that this was clearly the work of the warden, letting me know he was aware of all that I had witnessed. I still can not say with any certainty whether this message was a gift, a warning, or a simple acknowledgment, but it is one I will never forget.

Now the forests and meadows have a warden who stands apart from society, but is wise to its ways. Who can, I do not doubt, discern our truest intentions for the wild, acting with a cleverness that many humanoids believe to be the sole purview of those who dwell in "civilized" realms. The beasts have a powerful and competent warden to be sure, as much as they might dislike their situation. I say with some regret that I think the warden is right in this. His cleverness is a greater strength than any simple bestial might. If such a humble explorer as I can find my way to this Migration, imagine if we had come to hunt them rather than merely observe. Whether the fox's goal was to keep his kin on guard against trickery or to secure power for himself, he has succeeded, and woe to those who mistake the new Warden of Forests and Meadows's guile for weakness.

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WARDEN OF FORESTS AND MEADOWS CREATURE 22

UNIQUE | GARGANTUAN | BEAST | WOOD

Perception +36; greater darkvision, scent (imprecise) 1 mile

Languages voice of nature

Skills Acrobatics +40 (+44 to Escape), Deception +44, Diplomacy +40, Intimidation +42, Nature +36, Society +39, Stealth +42, Survival +36, Thievery +40

Str +7, **Dex** +10, **Con** +8, **Int** +11, **Wis** +8, **Cha** +12

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AC 48; **Fort** +34, **Ref** +42, **Will** +36; +1 to all saves vs. primal

HP 435

Wild Trickery ↻ (mental, primal) **Trigger** An enemy within 60 feet targets the warden with an attack, spell, or other ability; **Effect** The triggering creature must attempt a DC 45 Will save. If it fails, the warden redirects the ability to target a different creature in range with a burst of mental laughter; this has no effect if there are no other eligible targets. The triggering creature is then temporarily immune for 24 hours unless it critically failed.

Speed 60 feet, climb 30 feet; forest passage

Melee ◆ jaws +38 (finesse, magical, reach 15 feet), **Damage** 4d10+15 piercing

Melee ◆ horned crown +40 (finesse, magical, reach 10 feet), **Damage** 4d8+15 piercing plus 2d6 persistent poison

Melee ◆ claw +40 (agile, finesse, magical, reach 15 feet), **Damage** 4d6+15 slashing

Ranged ◆ fox's laughter +40 (magical, range 120 feet), **Damage** 4d10 sonic plus 3d6 mental

Primal Innate Spells DC 45, attack +41; **10th** *manifestation*, *petal storm*SoM; **4th** *translocate* (at will); **Cantrips (10th)** *figment*, *light*; **Constant (7th)** *truespeech*, *veil of privacy*

Change Shape ◆ (concentrate, polymorph, primal) The warden transforms his size to Tiny, Small, Medium, or Huge (changing his reach to 0 feet for Tiny, 5 feet for Medium or Large, and 10 feet for Huge). The warden retains his shape but can change his color to any seasonal array.

Forest Passage The Warden of Forests and Meadows ignores difficult terrain and greater difficult terrain from non-magical foliage.

Fox's Wager ◆ (concentrate, mental, primal) The warden grants a boon to a willing creature he can see other than himself, requesting that the creature promise to use the granted power to destroy or undermine the creations of civilization. The target gains a +1 status bonus to attack rolls and a +5 status bonus to damage against constructs, objects, and structures constructed by humanoids. It also gains a +2 status bonus to Stealth checks against humanoids. The warden can have only one wager granted at a time. The wager ends if the target is captured or dies.

Idyllic Panorama ◆ (concentrate, primal) **Frequency** once per hour; **Effect** The warden creates an area of peaceful calm. This is identical to a 5th-rank *mirage* depicting a peaceful meadow or forest, except the area is a 200-foot burst.

While within the area of an Idyllic Panorama, the warden has significant control over the senses of creatures within the area and can cast *mislead* and 2nd-rank *silence* at will.

Magical Pounce ◆ The warden Strides up to his Speed, Leaps up to his Speed, or casts *translocate*; at the end of that movement, the warden Strikes. If the warden began this action hidden, he remains hidden until after this ability's Strike.

Sneak Attack The warden deals an additional 3d6 precision damage to off-guard creatures.



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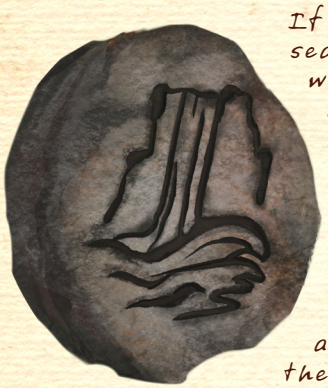
WARDEN OF OCEANS AND RIVERS



If only we could share stories with the oldest animals of the sea, the ancient dragon turtles and the bowhead whales; if only we could sit with the ancient creatures of the rivers, we could ask them of the long-held traditions of dance in their realms. Perhaps they would tell us of the grand celebration where all the waterborne creatures of the world, from the leaping salmon of the coasts to the brooding anglers of the deep, gathered in revelry for the anointment of the Warden of Oceans and Rivers.

So say the legends, though what I hadn't realized until now, in all my studies, is how similar the words for "dance" and "battle" are in so many different languages. For when the competition to select the newest warden came, the amassed creatures of the water paired off and swayed rhythmically back and forth, but these graceful flutters and nods were accompanied by the flaring of fins, the sparking of electric organs, and the baring of teeth in the water.

The dance was brutal, yet beautiful. In the best of cases, each pair merely threatened each other, swimming in a circle until the weaker creature yielded (as is common in the animal world, most creatures preferred to agree upon a victor and avoid the risk of wounds). But nature is not bound by best-case scenarios or logic, and for every creature that exited with their fins intact, another's blood filled the water. In the middle of the dance, a small creature reigned supreme.

With the smallest touch, their competitors seized and froze, and no matter how many of their tendrils were torn off, more sprouted to fill the water. They were planktonic, moving with the water itself, unlike their competitors, who each danced to a disparate rhythm as if divorced from the primordial tide that had once kept count like a metronome. The jellyfish moved with the current, shining with a rippling light similar to that which is left when you trail your tail through the tide on a moonlit night. The steps of the dance they executed felt somehow ancient, more so than those of the squid, or of the whale, or even of the nautilus, a long-time observer who had always floated on the fringes, now reveling for the first time in the spectacle that their compatriots' movements could create.

As the jellyfish shifted and swayed about, dispatching their partners with singular ferocity, it was clear that the whole dance was coming to center around them. But with each creature they touched and each stinging wound they left, an energy spread. A chilling performance, for soon all the creatures in attendance became erratic, and as each began to swim with the same energy, the center of the dance shifted from the old warden to the new one. The waves swelled as the jellyfish released what the waters had bottled up, and they grew larger and larger, becoming the new Warden of Oceans and Rivers.

The creature fills me with dread, I must admit. Their ferocity appears to be directed at the landed folk who exploit Golarion; not long after their ascension, their subjects ferried the wreck of a whaling ship, clearly long sunk, to the cove. After regarding the vessel, the warden flared with bioluminescence before crushing the hull with their tentacles and slicing it with conjured ice, as if to casually test their new powers' efficacy against the vessels that prey on the sea. Where their predecessor may have allowed safe passage to fishers and transport ships, or granted access to the sustaining bounty of the waters to any who sought it, this new warden does not seem one to escort stranded travelers after a storm; rather, this new warden is the storm itself.

Be warned, dear readers. While all animals must eat (whether by grazing, hunting, or scavenging, it makes no difference), even those of us who feel we have left the confines of nature behind with our cities and ships, it is clear that as we take more from the wilds, their new warden may seek to right the scales and take more from us in turn. If you are one who seeks to cross, or harvest from, the rivers or the oceans, watch for the currents. Give thanks to the waters, to the creatures within, to the lost lives and the bounty you take, and when you feel you have given enough, give thanks twice over.

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WARDEN OF OCEAN AND RIVERS — CREATURE 22

UNIQUE | GARGANTUAN | AQUATIC | BEAST | WATER

Perception +39; darkvision, scent (imprecise) 200 feet
Languages voice of nature
Skills Acrobatics +37, Athletics +40, Intimidation +36, Nature +39, Stealth +42, Survival +42
Str +10, **Dex** +9, **Con** +12, **Int** +6, **Wis** +8, **Cha** +6
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AC 47; **Fort** +39, **Ref** +36, **Will** +33; +1 to all saves vs. primal
HP 540; **Immunities** controlled, emotion, mental, poison, precision; **Weaknesses** electricity 15; **Resistances** bludgeoning 20, cold 20

Bioluminescent Maelstrom (aura, primal, visual, water) 30 feet. The warden's wrath conjures a dazzling storm around them that makes the area difficult terrain. Creatures that enter the storm must attempt a DC 45 Will save. A creature that succeeds at this save is temporarily immune to the luring visuals for 24 hours.

Success The creature is unaffected.

Failure The creature is dazzled for 1 round, and for the first action on its next turn, the creature must use a single action to move as close to the warden as possible.

Critical Failure The creature is dazzled for as long as it remains in the aura. Whenever the creature begins its turn within the aura, the creature must use the first action of its turn to move as close to the warden as possible. It can attempt a new save at the end of its turn, ending this effect on a success.

Speed swim 100 feet

Melee ◆ horned crown +41 (magical, reach 10 feet), **Damage** 2d8+15 cold plus 2d8+15 poison
Melee ◆ tentacle +43 (agile, reach 30 feet, magical), **Damage** 4d10+16 bludgeoning plus Grasp of the Deep

All Are One ◆ **Frequency** once per turn; **Effect** The warden attracts organisms that extend their influence. The area of bioluminescent maelstrom and the reach of their tentacle Strike increase by 10 feet for 1 minute, to a maximum of an additional 30 feet.

Arctic Embrace ◆◆ (cold) All creatures in the warden's bioluminescent maelstrom take 10d6 cold damage (DC 45 basic Fortitude save). On a failure, the creature is also slowed 1 for 1 round.

Grasp of the Deep Creatures struck by one of the warden's tentacles gain cold weakness 10 and take a –2 status penalty to Fortitude saves for 1 round.

I Am The Tide ◆◆ (primal, water) The warden creates three lines of rushing water, each 10 feet wide and 120 feet long. Creatures in the area take 18d8 bludgeoning damage (DC 45 basic Fortitude save). The warden can either push or pull, and all creatures that fail this save move up to 40 feet in the direction chosen. The warden can't use I Am The Tide again for 1d4 rounds.

What Lurks Beneath ◆◆◆ The warden attacks with their tentacles six times.

A VENGEFUL PRESENT

In past eras, the Warden of Oceans and Rivers was once connected to the world of landed creatures and deeply involved in their channels of commerce. Now the descendants of these creatures are unable to rely on the bounty of the sea and feel that they must take what they can to survive. Fishing folk must be swift and deliberate now that the oceans and rivers zealously protect their goods. It is for this reason not all agree with the new warden's tactics... and some wish to see the old ways restored.



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WARDEN OF PEAKS AND SKIES



The air is thin and clear at the summit of a mountain, and absent of cloud cover, one can see for miles. It's a vantage point that inspires self-reflection and humility, providing a unique view of a unified landscape. Each Warden of Peaks and Sky has watched over this biome since time immemorial, safeguarding not only the skies, but also the mountains that rise to meet them. This warden is therefore one of contrasts, who can perceive two vital parts of a unified whole; a battering wind can be unyielding, and given sufficient time, even mountains move. The selection of the new Warden of Peaks and Skies seemed to embody this unity.

In the skies above the cove, the new warden would be selected by a race to a distant peak; a trial of endurance as much as speed. Many creatures answered the call, from the nimble hummingbirds and tireless albatrosses to the ancient pterosaurs and enormous dragonflies as well. In their midst was a humble sparrow, and though the other creatures seemed to doubt her presence, the sparrow was resolute: as a creature of the air, she had every right to compete.

The creatures took wing in a great spiral I shall never see again. None paid mind to the sparrow in their midst; she was neither as fast nor as strong as the others, but, peering through my spyglass, it was clear her knowledge of the winds was supreme, and she deftly flew where the currents aided her. The faster birds of prey soon tired, allowing the migratory birds to catch up. Though the sparrow faltered, she pressed on with singular relentlessness.

I watched as the skies grew darker, as if to challenge the contestants. Wind and rain lashed down, and it was clear the sparrow was nearing the limits by which technique can overcome strength. Yet a nearby eagle seemed to take pity on her, covering the sparrow with a wing to shield her from the worst of the rain. The sparrow turned toward the eagle, and it was almost as if I could see a look pass between them, one to say, "You must turn back" and the other to respond, "I cannot; a warden does not give up."

As the two neared the peak, the sparrow looked forward. Though the eagle was stronger, the sparrow was nimbler, and she surely could have darted out in front of the eagle to reach the peak with her superior acceleration and smaller size. And yet, she did not. I know I should not overlay my own feelings on the matter, but perhaps it was some thought of fairness, or honor? Was she thinking that she would not have even made it this far without the eagle, and that it would somehow be against the honor of nature to steal this victory from them?

They grew nearer still, and the sparrow looked back. Behind her, many of the creatures had been broken by the storm. A falcon nursed a broken wing, a tiny cicada foundered in the hail, and so on. With incredible determination, the sparrow left the shelter of the eagle's wing and flew back into the storm. She grabbed mightily on to the falcon, endeavoring to support them with her own strength of spirit. Her body was dwarfed against theirs, yet still she flapped her wings in an attempt to at least lessen the wounded bird's strain as they fell. The sparrow helped them settle down on the snowy peak of the mountain, then flew back to help the next creature.

On and on it went, long after the eagle had won the race, long after every creature well enough to fly had alit on the peak. Only after every creature injured in the storm had limped their way up to the summit did the sparrow herself rest upon the mountain, exhausted and dead last of every creature in the race.

At the top was the old warden. Every contestant parted before the sparrow to offer her a path forward, and I realized the true contest had not one of speed, but one of heart; though she had been fast and strong and clever, she was not the fastest, the strongest, or the cleverest. But she had shown she understood the connection between all the creatures of the air.

The new Warden of Peaks and Skies was crowned on the mountaintop, and her first cry as wind and lightning and snow wreathed her form was one of joy.

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WARDEN OF PEAKS AND SKIES CREATURE 22

UNIQUE GARGANTUAN AIR BEAST

Perception +40; darkvision, scent (imprecise) 60 feet, stormsight

Languages voice of nature

Skills Acrobatics +42, Bird Lore +38, Diplomacy +34, Medicine +38, Mountain Lore +38, Nature +40, Survival +38

Str +8, **Dex** +12, **Con** +9, **Int** +6, **Wis** +10, **Cha** +8

Stormsight Wind, precipitation, and clouds don't impair the warden's vision; she ignores the concealed condition from storms, mist, precipitation, and the like.

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Warden's Crown page 214

AC 48; **Fort** +36, **Ref** +40, **Will** +38; +1 to all saves vs primal

HP 445; **Immunities** electricity; **Resistances** fire 15, cold 15

Speed 60 feet, fly 240 feet; *unfettered movement*

Melee ❖ beak +41 (finesse, magical, reach 10 feet), **Damage** 4d12+16 piercing

Melee ❖ horned crown +41 (agile, finesse, magical, reach 15 feet), **Damage** 4d8+16 piercing

Ranged ❖ gale blast +39 (air, magical, range increment 90 feet), **Damage** 2d8+16 bludgeoning plus 2d8 electricity

Primal Innate Spells DC 45; **10th** *revival*, *wrathful storm*; **9th** *soothing spring*[SoM]; **Constant (4th)** *unfettered movement*

Crystal Exhalation ❖❖ (cold, primal) The warden breathes, creating a storm of ice crystals. All creatures in a 60-foot cone take 4d8 cold damage and 4d8 slashing damage (DC 44 basic Reflex save). On a critical failure, a creature is immobilized by ice. The warden then can't use Crystal Exhalation for 1d4 rounds.

Orogenesis Dive ❖❖❖ (air, earth, move, primal) The warden flies 240 feet upward in a straight line. As she does so, the ground in a 30-foot burst from her starting point rises into a 120-foot-high rocky pillar topped with a mountainous peak that becomes greater difficult terrain. All other creatures in that burst must succeed at a DC 44 Fortitude save or be fatigued by the sudden altitude shift. The warden then flies straight downward to the center of the pillar's peak, driving her horns into the stone. As she lands, the newly formed mountains tremble. All other creatures in the area must succeed at a DC 42 Reflex save or plummet off the peaks, falling 120 feet and landing in the nearest square outside the area. The pillar is permanent.

Song of the Skies ❖ (air, auditory, primal) The warden trills a cheerful birdsong, granting a boon to all allies within 60 feet and evoking the freedom of flight. For the next minute, affected allies gain *unfettered movement*, a fly speed of 60 feet, and treat creatures on the ground as off-guard when they are airborne.

Tempest Downdrafts ❖ (air, primal) **Trigger** The warden Flies; **Effects** The warden's flapping wings generate powerful gusts that blow smaller creatures off course. A 60-foot emanation, centered on the warden, fills with lightning-pierced winds until the beginning of the warden's next turn. Creatures must succeed at a DC 42 Reflex save to take any move action within the winds; flying creatures use the outcome one degree of success worse than what they roll. Creatures who critically fail are blown 30 feet away from the warden, knocked prone, and take 4d6 electricity damage.

WARDEN'S BLESSING

Legend says that the Warden of Peaks and Sky invites those who particularly earn their favor into their home, a nest within a hollow peak deep in the Kodar Mountains. There, the guest is treated to a grand feast, after which the warden offers to turn them into a thunderbird so they might enjoy the sky for the rest of their days, though they are not offended if anyone demurs.



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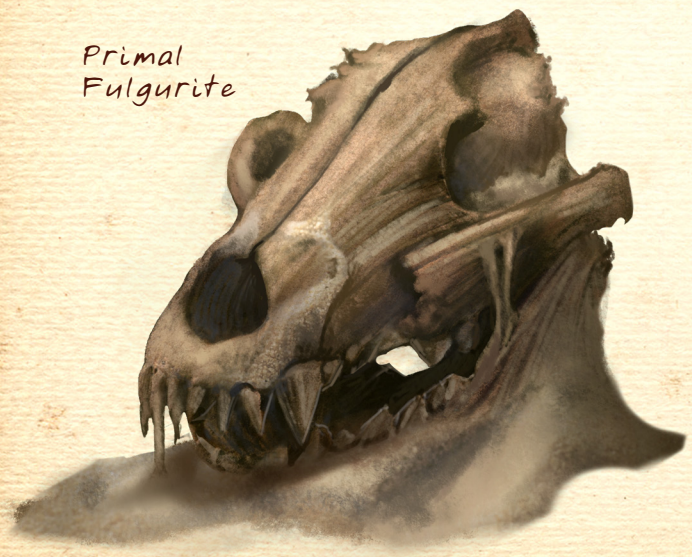
A Journey's Conclusion

Dear reader, though this tale has been a delight to pen, here is where I fear I might let you down—for how can I possibly express, through mere words on a page, the miraculous event we witnessed and the emotions it stirred within us? I must simply do my best and trust that if you picked up this book, it is because you share my reverence for the natural world. Perhaps you already understand the overwhelming swell of joy and sorrow that overcame us as we observed this wild ceremony, this rite of passage, in awe and utmost gratitude.

Gathered in the secluded cove were creatures of absolutely every kind. I wished I had a hundred more eyes to take them all in and a hundred more hands to sketch them. Birds swooped through the air and alit on every tree and mountain ledge, joined by nimble goats as well as salamanders and bats emerging from the caves below. Woodland creatures from the lynx to the great bear gathered among the trees, alongside regal moose and caribou with their antlered crowns. Animals from vastly different climes stood together in the grasses, jaguars and elephants beside crocodiles and marmosets. The glint of scales shone from fish of all kinds in the pool beneath the tumbling waterfall, and the shadow of a great ray glided under the surface where the lake's waters met the sea. All the while, otters and seals looked on from the shoreline.

With such a large gathering, there should have been chaos and cacophony, but the air was solemn and the noise subdued. Predator and prey kept their distance, but none showed fear or aggression. There seemed to be an air of collaboration—a collective understanding that the Migration was exempt from the hunt. No one had come to fight for dominance; every creature who wished to represent their realm would give it their all, but there was no malice in the air. Each being was here to witness a sacred transition in a cycle that clearly has lasted centuries, if not millennia. All in attendance treated the occasion with the honor and gravity it was due.



Primal Fulgurite

Ah, perhaps these emotions are this old scholar's projections! I am no druid, to speak with the aspirants themselves; even if I were, I never would have dared to intrude on the event any more than we already had. Even so, humbly, I do not believe I've invented or misunderstood the atmosphere. Long have I championed science, with its measurable facts, but I have always known the wilds to be bigger than data and diagrams; not everything can be quantified on paper, and not all answers can be found in books or peer-reviewed studies. Sometimes, we must simply trust the truths in our hearts.

Though we caught glimpses, the trials themselves were not for mortals such as us to take part in ourselves (oh, to take flight and soar over the mountain peaks, or dive beneath the dark waters of the bay!). When the four new wardens had been chosen, each arrayed themself before their predecessor, and just like that, the wardens-that-are became the wardens-that-were. There was no flash of light, no crash of thunder; a hush fell over the assembly, and I barely breathed, such was my anticipation. As one, the wardens-that-were raised their voices in recognition, and every creature in attendance joined them, offering a piercing tribute to their new wardens in trills and croaks and screeches and howls and all the other songs of wild things. I had never heard its like before and know I never will again. As the new wardens added their own calls, the mountains themselves reverberated, and I found myself so overcome with the ferocious beauty that tears of gratitude came to my eyes.

When the echoes faded, the former wardens seemed to diminish, some unseen power slipping like a mantle of sunlight and shadow from the old beasts to the new. The successors gained a glow of vibrance and vitality as the light of dawn reached the cove at last. The Migration was complete.

We watched as the congregants gradually withdrew, returning to their homelands (though I shall always wonder how; are there portals of some kind, for the beasts from afar?). The wardens-that-were took their leave as well, withdrawing to live out their remaining seasons as mortal creatures once more. This may be the cycle of all things, but I confess I felt deep sorrow at their departure. Knowing that these titans of my youthful bedtime stories, these miraculous legends come to life, now neared the end of their own tales was almost too much to bear. Dr. Pom put a gentle paw on my shoulder, and I looked up and took comfort in the dear friends arrayed around me; Grefu and Lythea had tears in their

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eyes as I did, but Chari smiled softly, radiantly, as if to say, *This is the way of things. Isn't it beautiful?*

Oh, reader, it was.

I looked back to the shore beneath us and saw that the new wardens had turned to survey our party. My breath caught in my throat; as mere observers, it had felt almost as though we were in a dream, but now, I found myself almost incapable of thought. The Wardens of the Wild were acknowledging my existence. I had thought just seeing them was a dream come true, but being seen in return—well, that's all any of us wants, isn't it? To be seen, accepted, understood. To be welcomed home.

They held our gaze for a moment that felt like a lifetime, and then they, too, returned to the wild. I cannot imagine a greater honor, in this life or the next, than the one they bestowed simply by recognizing us as reverent witnesses to their story, and yet, as they left, they pushed forward a speck of sand that had been at the center of their circle, now fused by primal energy into a shape that, if I held it to my ear, I would later find still echoed with that collective howl of the wild. I shall treasure this gift and its memory until the end of my days.

We were quiet as we returned to the *Zoetrope*, solemnly retracing our hurried steps from the night before. The atmosphere was pensive as we boarded the ship and set a course for home; even exuberant Telero was quiet when I joined him at the prow. None of us had words for what we'd experienced, and no one wanted to break the awed silence and acknowledge that our journey, incredible though it was, had come to an end.

Epilogue

There is much more to tell about the crew of the *Zoetrope* and our adventures together—it took us several weeks to return home, and there was that brush with pirates—but those anecdotes are a different tale, for perhaps another book.

Before the crew parted ways, we journeyed to the university to thank Niyena, whose proposal brought us together. We thought it only right that she be the first to hear our story. Once I agreed to publish it, I threw myself wholeheartedly into documenting our expedition; Chari and I remained at the university for months, compiling our notes and sketches into the book you hold today. The others dispersed—or so I thought.

Not two weeks after I returned home, as I was acquainting myself with the new filing system Okeva had implemented at the library in my absence, the *Zoetrope* landed practically on my doorstep. The crew poured out, chattering excitedly, shouting greetings, and waving maps and scrolls in the air. Library decorum was abandoned as they flooded into the building and spread their maps across my desk.

"So, Professor," Telero said with a wide smile, gesturing to the possibilities before us. "Where to next?"

I blinked a tear from my eye as I surveyed these wonderful souls who had become my family, my heart swelling at the prospect of a new adventure. Okeva clearly had things well in hand; the library, I decided, could wait.

Good luck on your own adventures, dear reader. Perhaps our paths will cross in the wild!

— Baranthet Zamendi, adventurer



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ABILITY GLOSSARY

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

All-Around Vision This monster can see in all directions simultaneously and therefore can't be flanked.

Aquatic Ambush ❖ **Requirements** The monster is hiding in water and a creature that hasn't detected it is within the listed number of feet; **Effect** The monster moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the creature is in reach, the monster makes a Strike against it. The creature is off-guard against this Strike.

At-Will Spells The monster can cast its at-will spells any number of times without using up spell slots.

Aura A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn within the aura or when creatures enter the aura. If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round. The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

Buck ↷ Most monsters that serve as mounts can attempt to buck off unwanted or annoying riders, but most mounts won't use this reaction against a trusted creature unless they're spooked or mistreated; **Trigger** A creature Mounts or uses the Command an Animal action while riding the monster; **Effect** The triggering creature must succeed at a Reflex saving throw against the listed DC or fall off the creature and land prone. If the save is a critical failure, the triggering creature also takes 1d6 bludgeoning damage in addition to the normal damage for the fall.

Change Shape ❖ (concentrate, magical tradition, polymorph) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

Constant Spells A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

Constrict The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

Darkvision A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Disease When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The level of a disease is the level of the monster inflicting the disease. The disease follows the rules for afflictions.

Engulf ❖❖ The monster Strides up to double its Speed and can move through the spaces of any creatures in its path. Any creature of the monster's size or smaller whose space the monster moves through can attempt a Reflex save with the listed DC to avoid being engulfed. A creature unable to act automatically critically fails this save. If a creature succeeds at its save, it can choose to be either pushed aside (out of the monster's path) or pushed in front of the monster to the end of the monster's movement. The monster can attempt to Engulf the same creature only once in a single use of Engulf. The monster can contain as many creatures as can fit in its space.

A creature that fails its save is pulled into the monster's body. It is grabbed, slowed 1, and has to hold its breath or start suffocating. The creature takes the listed amount of damage when first engulfed and at the end of each of its turns while it's engulfed. An engulfed creature can get free by Escaping against the listed Escape DC. An engulfed creature can attack the monster engulfing it, but only with unarmed attacks or with weapons of light Bulk or less. The engulfing creature is off-guard against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either method can immediately breathe and exits the engulfing monster's space.

If the monster dies, all creatures it has engulfed are automatically released as the monster's form loses cohesion.

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Fast Healing A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

Ferocity ↷ Trigger The monster is reduced to 0 HP; **Effect** The monster avoids being knocked out and remains at 1 HP, but its wounded value increases by 1. When it is wounded 3, it can no longer use this ability.

Frightful Presence (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's frightful presence for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Grab ❖ Requirements The monster's last action was a successful Strike that lists Grab in its damage entry, or the monster has a creature grabbed or restrained; **Effect** If used after a Strike, the monster attempts to Grapple the creature using the body part it attacked with. This attempt neither applies nor counts toward the creature's multiple attack penalty.

The monster can instead use Grab and choose one creature it's grabbing or restraining with an appendage that has Grab to automatically extend that condition to the end of the monster's next turn.

Greater Constrict ❖ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC. A creature that fails this save falls unconscious, and a creature that succeeds is then temporarily immune to falling unconscious from Greater Constrict for 1 minute.

Improved Grab, Improved Knockdown, or Improved Push ◈ The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

Knockdown ❖ Requirements The monster's last action was a successful Strike that lists Knockdown in its damage entry; **Effect** The monster attempts to Trip the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty.

Low-Light Vision The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Poison When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions.

Pull ❖ Requirements The monster's last action was a success with a Strike that lists Pull in its damage entry; **Effect** The monster attempts to Reposition the creature, moving it closer to the monster. This attempt neither applies nor counts toward the monster's multiple attack penalty. If Pull lists a distance, change the distance the creature is pulled on a success to that distance.

Push ❖ Requirements The monster's last action was a successful Strike that lists Push in its damage entry; **Effect** The monster attempts to Shove the creature. This attempt neither applies nor counts toward the monster's multiple attack penalty. If Push lists a distance, change the distance the creature is pushed on a success to that distance.

Reactive Strike ↷ Trigger A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

Regeneration This monster regains the listed number of Hit Points each round at the beginning of its turn. Its dying condition never increases beyond dying 3 as long as its regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying any damage of a listed type, since that damage might kill the monster by bringing it to dying 4.

Rend ❖ A Rend entry lists a Strike the monster has; **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round; **Effect** The monster automatically deals that Strike's damage again to the enemy.

Scent Scent involves sensing creatures or objects by smell and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.

Shield Block ↷ Trigger The monster has its shield raised and takes damage from a physical attack; **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

Swallow Whole ❖ (attack) The monster attempts to swallow a creature of the listed size or smaller that it has grabbed or restrained in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines the maximum. The monster attempts an Athletics check opposed by the target's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer clutch a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

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A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature captured in the monster's mouth or jaws. A swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The swallowing creature is off-guard against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the swallowed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

Swarm Mind This monster doesn't have a single mind (typically because it's a swarm of smaller creatures) and is immune to mental effects that target only a specific number of creatures. It is still subject to mental effects that affect all creatures in an area.

Telepathy (aura, magical, mental) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts and communicates no more information than normal speech would.

Trample ❖❖❖ The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

Tremorsense Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

Voice of Nature Though the Wardens of the Wild do not speak in words, they can communicate complex concepts flawlessly and wordlessly with any animal, beast, plant, or other creature of the natural world through prolonged eye contact. Sapient creatures with strong ties to the natural world, such as animal instinct barbarians or druids who speak the Wildsong, can somewhat understand a Warden of the Wild, though the meaning can be vague.

Void Healing A creature with void healing draws health from void energy rather than vitality energy. It's damaged by vitality damage and is not healed by healing vitality effects. It does not take void damage, and it's healed by void effects that heal undead.

Warden's Crown A Warden of the Wild's horned crown commands respect from wild creatures. Wild creatures native to a warden's biome automatically improve their attitude toward it by one step (up to friendly) and typically do not take hostile actions towards each other while in the warden's presence.

Wavesense This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

Basic Creature Traits

Some of these traits appear in *Pathfinder Player Core* or *GM Core*.

Rarity Traits

Unless a creature is common, its trait list starts with a rarity trait.

Common A creature of this rarity is generally known and can be summoned with the appropriate summon spell.

Uncommon Less is known about uncommon creatures than common creatures. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 2.

Rare As the name suggests, these creatures are rare. They typically can't be summoned. The DC of Recall Knowledge checks related to this creature is increased by 5.

Unique A creature with this rarity is one of a kind. The DC of Recall Knowledge checks related to this creature is increased by 10.

Size

After any rarity trait, each creature has its size listed.

Gargantuan This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid) but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they're tall, or 15 feet if they're long, but larger ones could have a much longer reach.

Huge A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.

Large A Large creature takes up a 10-foot-by-10-foot space (4 squares on the grid). It typically has a reach of 10 feet if the creature is tall or 5 feet if the creature is long.

Medium A Medium creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

Small A Small creature takes up a 5-foot-by-5-foot space (1 square on the grid) and typically has a reach of 5 feet.

Tiny A creature of this size takes up less than a 5-foot-by-5-foot space (1 square on the grid), and multiple Tiny creatures can occupy the same square on the grid. At least four Tiny creatures can occupy the same square, and even more can occupy the same square, at the GM's discretion. They can also occupy the same space as larger creatures, and if their reach is 0 feet, they must do so in order to attack.

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CREATURES BY LEVEL

The following tables present every single creature stat block in Howl of the Wild, organized by level and listing the page number where it appears. A superscript "U" indicates uncommon rarity, and "R" indicates rare.

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Flynkett	3	150
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Broodpiercer host	129
Chimera heads	132
Elite	122
Frostbound	122
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Absalom The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle.

acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a connection to magical acid.

adamantine (material) GMC 253

agile (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a connection to magical air.

alchemical (trait) Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura. Alchemical creatures are partially powered by alchemical reactions

amphibious (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

anathema Actions contrary to your point of view and violations of your personal code are called anathema. If you gain anathema from a source of power, such as a deity, violating the anathema can cause you to lose related abilities.

animal (trait) An animal is a creature with a relatively low intelligence. It typically doesn't have an Intelligence attribute modifier over –4, can't speak languages, and can't be trained in Intelligence-based skills.

animal companion An animal that fights alongside you. 90–95, PC 206–211

aquadynamic (trait) This armor is made for use underwater, with streamlined design and buoyant materials used in strategic places. You don't apply the armor's check penalty to Acrobatics or Athletics checks in water or similar liquids.

aquatic (trait) Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant.

Arcadian Ocean This ocean is between Arcadia and Avistan.

arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical.

archetype A special additional theme for your character that you can choose using your class feats.

archetype (trait) This feat belongs to an archetype.

athamaru (trait) Athamarus are fish-like aquatic humanoids. 16–21

attack (trait) An ability with this trait involves an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty.

auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.

aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item.

awakened animal (trait) Awakened animals were once normal creatures before they gained sapience. 22–27

backstabber (weapon trait) When you hit an off-guard creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 if the weapon is a +3 weapon.

Baranthet An elderly iruxi naturalist organizing the expedition to find the Wardens of the Wild. 5

barbarian (trait) This indicates abilities from the barbarian class. 56–57

bard (trait) This indicates abilities from the bard class. 64–65

beast (trait) A creature similar to an animal but with an Intelligence modifier of –3 or higher is usually a beast. Unlike an animal, a beast might be able to speak and reason.

beastmaster (archetype) 66–67, PC2 188

bomb (trait) An alchemical bomb combines volatile alchemical components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects.

cantrip (trait) A spell you can cast at will that is automatically heightened to half your level rounded up.

Casmaron One of Golarion's continents. Located immediately east of the Inner Sea region.

Castrovel Second planet from the sun; known as the Green Planet.

catalyst (trait) Items with the catalyst trait are consumables that alter or magnify specific spells. Using a catalyst adds the manipulate trait to the spell. 118–119

catfolk (trait) A creature with this trait is a member of the catfolk ancestry. Catfolk are humanoids with feline features. An ability with this trait can be used or selected only by catfolk. An item with this trait is created and used by catfolk.

centaur (trait) Centaurs have humanoid upper bodies and equine lower bodies. 28–33

Charikleia A minotaur acquaintance of Baranthet from the Isle of Kortos. She serves as the expedition's scribe. 10

clawdancer (archetype) 68–69

cold iron (material) Pure iron that's dangerous to demons and fey. PC 272, GMC 253

comfort (trait) The armor is so comfortable that you can rest normally while wearing it.

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concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.

consumable (trait) An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. When a character creates consumable items, they can make them in batches of 4.

creature adjustments 122–123, 129

curse (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses.

Darklands The immense area of caverns, vaults, and passages beneath the surface of Golarion.

darkness (trait) Darkness effects extinguish non-magical light in the area and can counteract less powerful magical light. You must usually target light magic with your darkness magic directly to counteract it, but some darkness spells automatically attempt to counteract light.

dawnsilver (material) A light and durable form of silver. GMC 253–254

deadly (weapon trait) On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune.

dedication (trait) You must select a feat with this trait to apply an archetype to your character. Once you take a dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype.

devil (trait) A family of fiends from Hell, most devils are irredeemably unholy. They typically have greater darkvision, immunity to fire, and telepathy.

dinosaur (trait) These reptiles have survived from prehistoric times.

disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction.

divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.

Dr. Gulnara Pom An absentminded awakened sand badger. She is the ship's doctor. 12

Droon A lizardfolk city in Garund. Baranthet's hometown.

druid (trait) This indicates abilities from the druid class. 56–57

duskwood (material) GMC 254

dwarf (trait) A creature with this trait is a member of the dwarf ancestry. Dwarves are stout folk who often live underground and typically have darkvision. An ability with this trait can be used or selected only by dwarves. An item with this trait is created and used by dwarves.

earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a connection to magical earth.

edict Behaviors your personal philosophy or code encourages.

electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a connection to magical electricity.

elf (trait) A creature with this trait is a member of the elf ancestry. Elves are mysterious people with rich traditions of magic and scholarship who typically have low-light vision. An ability with this trait can be used or selected only by elves. An item with this trait is created and used by elves.

Embaral Ocean The smallest of Golarion's oceans, located between Casmaron and Tian Xia.

emotion (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

ethereal (trait) Ethereal creatures are natives of the Ethereal Plane. They can survive the basic environmental effects of the Ethereal Plane.

expandable (trait) An item with the expandable trait increases to a specific size when activated. Unless otherwise noted, this space must be adjacent to you and on the ground, and the item needs to have enough open space to expand into or else the activation has no effect. When the effect ends, the expanded item disintegrates if it's a consumable or shrinks back to its normal size if it's not a consumable.

exploration (trait) An activity with this trait takes more than a turn to use and can usually be used only during exploration mode.

extradimensional (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it is removed.

fey (trait) Creatures of the First World are called fey.

fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a connection to magical fire.

firearm Firearms are a category of ranged weapons that typically, but not always, use black powder ammunition.

flourish (trait) Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can use only one action with the flourish trait per round.

force (trait) Effects with this trait deal force damage or create objects made of pure magical force.

forceful (weapon trait) This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack gains a circumstance bonus to damage equal to double the number of weapon damage dice.

fortune (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally.

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region.

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gear 112–113

general (trait) A type of feat that any character can select, regardless of ancestry and class, as long as they meet the prerequisites. You can select a feat with this trait when your class grants a general feat.

gnome (trait) A creature with this trait is a member of the gnome ancestry. Gnomes are small people skilled at magic who seek out new experiences and usually have low-light vision. An ability with this trait can be used or selected only by gnomes. A weapon with this trait is created and used by gnomes.

goblin (trait) A creature with this trait is a small, frantic goblinoid. Goblins tend to have darkvision. An ability with this trait can be used or chosen only by goblins. A weapon with this trait is created and used by goblins.

graft (trait) An item that has the graft trait is a living tissue sample that has been implanted into a host. It's permanently a part of the subject's body and reduces the number of items that creature can invest per day by 1. Each graft has the invested trait to indicate this limitation—a graft is like an invested item that the host creature has no choice but to invest. If a creature gets a new graft when their limit on invested items has already been reduced to zero, the host body rejects the graft. Once fully implanted, a graft cannot take damage separately.

If a graft is ever severed from the host body, it can be reattached by any effect that can typically reattach limbs or organs, such as the *regenerate* spell. A grafter can remove a grant using the same process required to implant one, though this does not necessarily restore any organs replaced by the graft initially. Grafts typically require specialized storage conditions, such as alchemical tanks, to remain viable outside of a host. Grafts can usually be upgraded into their greater versions by having a grafter apply additional surgeries, mutagenic development, or similar medical procedures. 96–99

grapple (weapon trait) You can use this weapon to Grapple with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Grapple using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Grefu A middle-aged athamaru, formerly a hunter. He is the *Zoetrope*'s cook. 11

halfling (trait) A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers, considered to be lucky. An ability with this trait can be used or selected only by halflings. An item with this trait is created and used by halflings.

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

hex (trait) A hex is a short-term effect generated on the fly from your patron's magic, requiring your familiar to draw from your patron. As such, you can cast only one spell with the hex trait each turn; attempts to cast a second hex spell on the same turn fail, and the spellcasting actions are lost.

holy (trait) Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.

human (trait) A creature with this trait is a member of the human ancestry. Humans are a diverse array of people known for their adaptability. An ability with this trait can be used or selected only by humans.

illusion (trait) Effects and magic items with this trait involve false sensory stimuli.

incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's rank treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

incarnate (trait) A spell with the incarnate trait is similar in theme to spells that summon creatures, but it doesn't conjure a minion with the summoned trait. Instead, when summoned, the incarnate creature takes its Arrive action when you finish Casting the Spell. At the end of your next turn, the incarnate creature can either Step, Stride, or take the action for another movement type it has (such as Climb or Burrow), and then takes its Depart action. The spell then ends. The names of specific Arrive and Depart actions are listed in italics after the word "Arrive" or "Depart" respectively, along with any traits.

A creature summoned by an incarnate spell acts in your interests, directs its effects away from you and your allies as much as possible, and might listen to your requests, but ultimately makes its own decisions. If the spell indicates that the incarnate makes a decision, the GM determines what the incarnate would do. It might even become more inclined to do precisely as you wish over multiple summonings.

The incarnate is not fully a creature. It can't take any other actions, nor can it be targeted or harmed by Strikes, spells, or other effects unless they would be able to target or end a spell effect (such as dispel magic). It has a size for the purposes of determining its placement for effects, but it doesn't block movement. If applicable, its effects use your spell DCs and spell attack modifier.

incorporeal (trait) An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1 until the end of its turn. A corporeal and an incorporeal creature can pass through one another, but they can't end their movement in each other's space.

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An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage, spirit damage, and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.

inhaled (trait) This poison is delivered when breathed in.

invested (trait) A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head).

iruxi Another name for lizardfolk

item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks.
alchemical items 108–111
beast armor 100
beast gear 105–107
beast weapons 101–105
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siege weapons 114–117
spell catalysts 118–119

light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.

linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

lizardfolk (trait) A creature with this trait is a member of the lizardfolk ancestry. Lizardfolk are a family of reptilian humanoids. An ability with this trait can be used or selected only by lizardfolk. An item with this trait is created and used by lizardfolk.

Lythea A bubbly mermaid. She navigates and charts the *Zoetrope*'s course. 13

magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical.

manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature.

merfolk (trait) These aquatic humanoids have an upper body similar to a human and a lower body similar to a fish. 34–39

metal (trait) Effects with the metal trait conjure or manipulate metal. Those that manipulate metal have no effect in an area without metal. Creatures with this trait consist primarily of metal or have a connection to magical metal.

minotaur (trait) Minotaurs are horned, bovine humanoids with a mastery of mazes and puzzles. 40–45

misfortune (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally.

morph (trait) Spells that slightly alter a creature's form have the morph trait. Any Strikes specifically granted by a magical morph effect also gain the magical trait. You can be affected by multiple morph spells at once, but if you morph the same body part more than once, the second morph effect attempts to counteract the first (as with two polymorph effects, as described below). Your morph effects might also end if you're polymorphed and the polymorph effect invalidates or overrides your morph effect. For instance, a morph that gave you wings would be dismissed if you polymorphed into a form that had wings of its own (though if your new form lacked wings, you'd keep the wings from your morph). The GM determines which morph effects can be used together and which can't.

move (trait) An action with this trait involves moving from one space to another.

Mwangi Expanse This area in northern central Garund consists of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian.

nonlethal (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Obari Ocean One of Golarion's oceans located between Casmaron and Garund.

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.

oil (trait) Oils are magical gels, ointments, pastes, or salves that are typically applied to an object and are used up in the process.

Okaiyo Ocean One of Golarion's oceans located between Arcadia and Tian Xia.

olfactory (trait) An olfactory effect can affect only creatures that can smell it. This applies only to olfactory parts of the effect, as determined by the GM.

orc (trait) A creature with this trait is a member of the orc ancestry. These green-skinned people tend to have darkvision. An ability with this trait can be used or selected only by orcs. An item with this trait is created and used by orcs.

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Osirion A nation in northeastern Garund, Osirion boasts countless tombs and temples from the great empire of Ancient Osirion.

ostilli host (archetype) 70–71

parry (weapon trait) This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend an Interact action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

persistent damage (condition) You keep taking damage every round. PC 445

petrified (condition) You've been turned to stone. PC 445

poison (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction.

polymorph (trait) These effects completely transform the target into a new form. A target can't be under the effect of more than one polymorph at a time. If it comes under the effect of another, the second effect attempts to counteract the first. If it succeeds, it takes effect, and if it fails, the spell has no effect on that target. Any Strikes granted by a polymorph effect are magical. Unless otherwise stated, polymorph spells don't allow the target to take on the appearance of a specific individual creature, but rather just a generic creature of a general type or ancestry.

If you take on a battle form with a polymorph spell, the special statistics can be adjusted only by circumstance bonuses, status bonuses, and penalties. Unless otherwise noted, the battle form prevents you from casting spells, speaking, and using most manipulate actions that require hands. (If there's doubt about whether you can use an action, the GM decides.) Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate any items. If a polymorph effect causes you to increase in size, you must have space to expand into or the effect is disrupted.

potion (trait) A potion is a magical liquid activated when you drink it.

primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to primal magic.

rage (trait) You must be raging to use abilities with the rage trait, and they end automatically when you stop raging.

ranger (trait) This indicates abilities from the ranger class. 59–60

rarity How often something is encountered in the game world. The rarities are common, uncommon, rare, and unique. Anything that doesn't list a rarity is common.

razing (weapon trait) 57

reach (weapon trait) This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet.

regeneration PC 410

Sarusan One of Golarion's continents. Located south of Tian Xia.

siege weapons 114–117

silver (material) Shiny metal dangerous to devils and werecreatures. GMC 254

skill (trait) A general feat with the skill trait improves your skills and their actions or gives you new actions for a skill. A feat with this trait can be selected when a class grants a skill feat or general feat. Archetype feats with the skill trait can be selected in place of a skill feat if you have that archetype's dedication feat.

sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.

spell A magical effect created by performing mystical incantations and gestures known only to those with special training or inborn abilities. 84–87

spellshape (trait) Actions with the spellshape trait tweak the properties of your spells. These actions usually come from spellshape feats. You must use a spellshape action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the spellshape action. Any additional effects added by a spellshape action are part of the spell's effect, not of the spellshape action itself.

spirit (trait) Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.

splash (trait) When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack still takes the splash damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit.

stance (trait) A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

surki (trait) Surkis are a subterranean insectile ancestry that absorb ambient magic and evolve unique adaptations. 46–51

swarm (trait) A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures, and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and

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splash weapons). Swarms are immune to the grappled, prone, and restrained conditions.

swarmkeeper (archetype) 72–73

sweep (weapon trait) This weapon is used to make wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.

Telero A rash young centaur. He charges ahead of the expedition as the *Zoetrope*'s scout. 14

Ten An accident-prone surki, also known by their full name, Whose Antenna Is Askew. They keep the *Zoetrope* running as the ship's mechanic. 15

thlipit contestant (archetype) 74–75

thrown (weapon trait) You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Thuvia A nation located in north-central Garund, Thuvia is known for its production of the sun orchid elixir.

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron.

trip (weapon trait) You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

tripkee (trait) A creature with this trait is a member of the tripkee ancestry. Tripkees are a family of frog-like humanoids. An ability with this trait can be used or selected only by tripkees. An item with this trait is created and used by tripkees.

unarmed (weapon trait) An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

undead (trait) Once living, these creatures were infused after death with void energy and soul-corrupting unholy magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by vitality energy and are healed by void energy, and don't benefit from healing vitality effects.

unholy (trait) Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes, and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.

venomous (weapon trait) These weapons inject poison into every hit. When you hit a creature with this weapon, it deals an additional 1 persistent poison damage. This increases to 2 persistent poison damage if the weapon has a *greater striking* rune.

versatile (weapon trait) A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

virulent (trait) Afflictions with the virulent trait are harder to remove. You must succeed at two consecutive saves to reduce a virulent affliction's stage by 1. A critical success reduces a virulent affliction's stage by only 1 instead of by 2.

visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.

vitality (trait) Effects with this trait heal living creatures with energy from Creation's Forge, deal vitality energy damage to undead, or manipulate vitality energy.

void (trait) Effects with this trait heal undead creatures with void energy, deal void damage to living creatures, or manipulate void energy. Creatures with this trait are natives of the Void. They can survive the basic environmental effects of the Void.

Vudra A vast peninsula in southeastern Casmaron. It is home to the Vudrani people.

Warden of the Wild One of four giant animals that steward the great biomes of Golarion. Each warden is a unique gargantuan creature with the voice of nature and warden's crown abilities. Finding the wardens is the goal of Baranthet and the crew's expedition. 5, 202–209

water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a connection to magical water.

werecreature (trait) These shape-changing creatures can shift between animal, humanoid, and hybrid forms.

werecreature (archetype) 76–79

wild mimic (archetype) 80–81

winged warrior (archetype) 82–83

witch (trait) This trait indicates abilities from the witch class. 61–63

wood (trait) Effects with the wood trait conjure or manipulate wood. Those that manipulate wood have no effect in an area without wood. Creatures with this trait consist primarily of wood or have a connection to magical wood.

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Outer Rifts to spill forth and destroy the region. It has since been closed, and the demon-blighted land is now known as the Sarkoris Scar.

Zoetrope The advanced airship that carries the crew of the expedition on their journey across Golarion. 6–7, 222

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